

CELESTIAL BODIES TECHNICAL HANDBOOK

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Binary Star

CELESTIAL BOOKS

TECHNICAL HANDBOOK

Titan Edition

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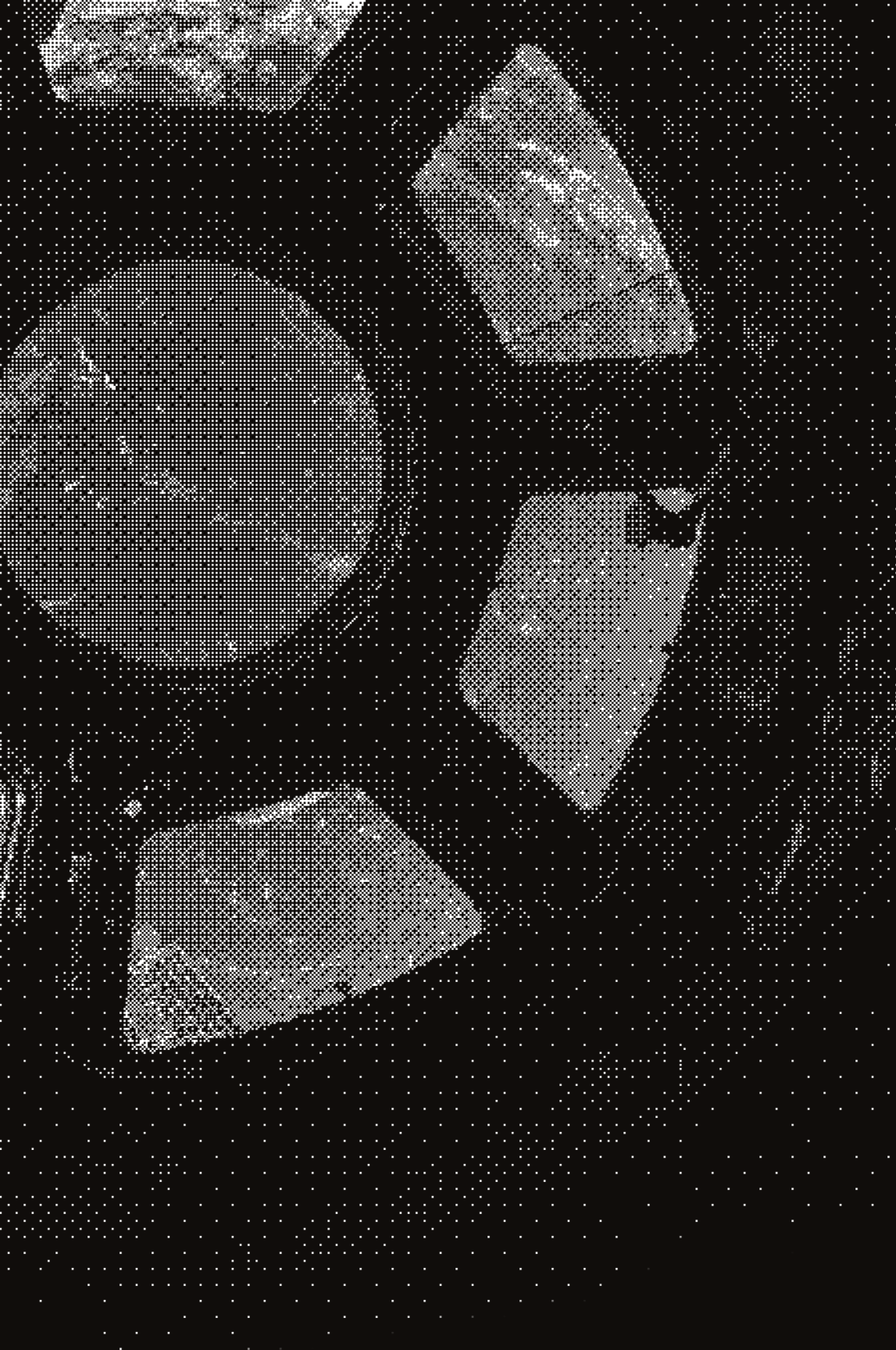
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INTRODUCTION

Adrift Among the Bodies of the Dead

After the calamity, the infinite dark between the stars felt cramped, crowded by refugees on ships meant for fewer people and finite trips. They drifted out, directionless, past the fractured settlements on the moon and Mars. Still too close to what was, and too much risk given what happened.

In the second generation, those who survived in their home-ships now cannibalized the metal skeletons of the less fortunate vessels. The great luxury-gardens that centered themselves on these cruisers now burst with food, air, and their own weather patterns. Military mecha were dusted off, and they scavenged and fought on any moon and scattered space debris large enough to hold them. Anything for celestial superiority, to build their homes and their machines bigger, stronger, better.

The third generation did not just expand their ships; they expanded their mecha and their operations. They fled to farther stars, populations in space stations and on planets booming while lives were lost in petty disputes. The further they fled from the devastation of their home, the faster they built settlements and claimed territory. Mechs were destroyed, and from their ashes they were reborn from the parts that remained. Pilot and mech merged as one and became more than war heroes; they became celebrities, explorers, pioneers who lit up the dark so that everyone else may see the way. They became Lamplighters.

The fourth generation discovered the titans. No probe had yet reached these dead gods whose frozen bodies spanned hundreds of miles across, and only the rare few people did not see them for the opportunity once they had discovered the strength of their bones for weaponry. Strange dreams plagued the home-ships near to these titans, but it did nothing to push them away. Rare pieces of titan-bone were integrated into the mechs, but it was a difficult material to work with. Some pilots reported odd behavior from their mech. Most did not notice a difference between bone and steel.

You are the fifth generation.

Preparing to Play

Celestial Bodies is a game designed for 1 to (practically) 6 players. To play, you will want:

- ▶ At least one pair of six-sided dice numbered 1-6, ideally one pair per player. Anything that says “dice” in the text is referring to these six-sided dice. Each die in a pair should be different from each other in some way (like different colors, one numbered/one with pips, etc.) so you can distinguish between one die and another. If you intend to use an electronic dice roller and rolling two at a time, make sure to avoid using a roller that sorts its results.
- ▶ Character sheets, and something to write on them/mark them up if they’re on paper. (Tokens or dice work well for temporary marks.)
- ▶ Some kind of shared area for player/enemy mech grids. This can be a tabletop if using physical grids. (You’ll want to have every grid displayed in a public area everyone can see.)
- ▶ Optionally, some kind of area for combat maps.
- ▶ Go through safety procedures (see below).

Celestial Bodies assumes you will be playing without some kind of centralized GM, MC, etc. role. That said, it might be helpful for a more experienced player to act as a kind of “guide” while playing to ease newer players into the game.

Safety Tools

When playing in a group, it’s important to respect each other’s boundaries. Even when playing solo, it’s good to think about what you intend and don’t intend to do. We recommend a few tools for this:

- ▶ **Lines** are topics or things that a player does not want to be included at all. If someone draws a **Line**, don’t cross it.
- ▶ **Veils** are topics or things where a player might be fine with their inclusion but not undue focus. If someone puts up a **Veil**, be a little careful about it.
- ▶ **The X-Card** is the concept that anyone, at any point, can stop what’s currently happening in-game and undo or revise anything uncomfortable. Please emphasize to anyone playing that this is in effect. (The X-Card was created by John Stavropoulos:
<http://tinyurl.com/x-card-rpg>)

Lamplighters

Anyone can be a pilot, and anyone can pilot a mech. But the two combined are imbued with a stronger resonance when sent on a mission by one of the great home-ships. They follow the paths of many before them, and their journeys are filled with great danger, but great possibility. They are the vanguard that lights the path for their home to take as it surveys planets or looming titans in its seemingly endless journey.

Or, well, that's what the propaganda says. Mostly they get necessary resources for the ship so it can keep running or take out threats to their home. In any case, the combination of a skilled (or reckless) enough pilot and a well-armed mech paired and sent out to do what's necessary for their ship is known as a **Lamplighter**.

Attributes

A pilot's capabilities.

Nerve: Tactical // Strategic // Technological // Systems
Flash: Fast // Reflexive // Aware // In the moment
Precision: Thorough // Nuanced // Mechanical // Details
Force: Direct // Stoic // Strong // Results

Every pilot has at least one of these 4 Attributes. They can be spent as resources during Exploration or Combat to avoid complications from many kinds of actions, improve accuracy of attacks, or make enemy attacks less accurate.

Lighting the Lamp

1. What is your pilot's name? Give them a 2-3 sentence description.
2. Assign 10 points to your Attributes. No higher than 5, no lower than 1.
3. Pick your mech's Frame and Build from the 8 listed in the following pages. It starts with the default parts in that Build.
4. What is your mech's name? How have you customized it non-mechanically? Describe a feature of it that you tweaked to your specifications.

LIGHT FRAMES

Float like a butterfly, sting like a bee.

Light frames tend to be either close range killers or distant electronic warfare gremlins that cripple enemies by dodging their damage output and debuffing them.

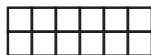
LIGHT // FLASH

A Frame built to dash in, out, and around the battlefield, making cheap shots at bigger, stronger, more resilient mechs that can't turn around fast enough to shoot them down.

LIGHT//FLASH FRAME

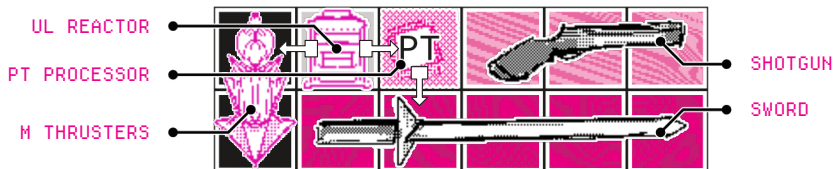
GRID: 6X2 // HP: 12

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.



LF-THORN

The Light//Flash build most commonly used by home-ships: a short range skirmisher and glass cannon built for the adrenaline junkie. Trust only your speed.



SHOTGUN



RNG: 0-2 // DMG: 5

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.

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Crit: Hit every adjacent square for 1 DMG.

SWORD



RNG: 0 // DMG: 6

Strong Melee: +2 ACC.

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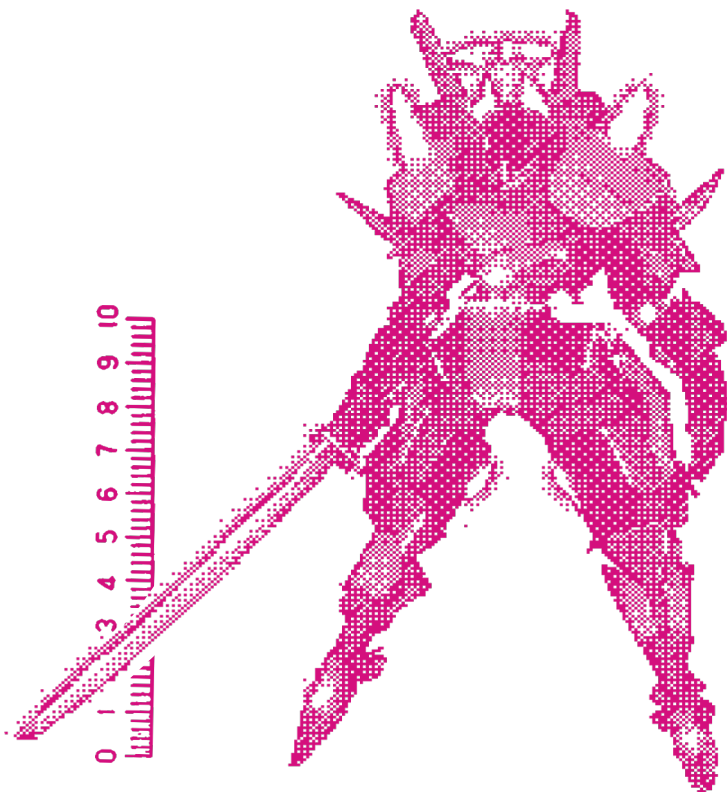
Crit: Triple DMG.

PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

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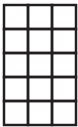
LIGHT // NERVE

A Frame built to manipulate the battlefield from a distance while being hard to hit in retaliation. Stay out of the line of fire.

LIGHT//NERVE FRAME

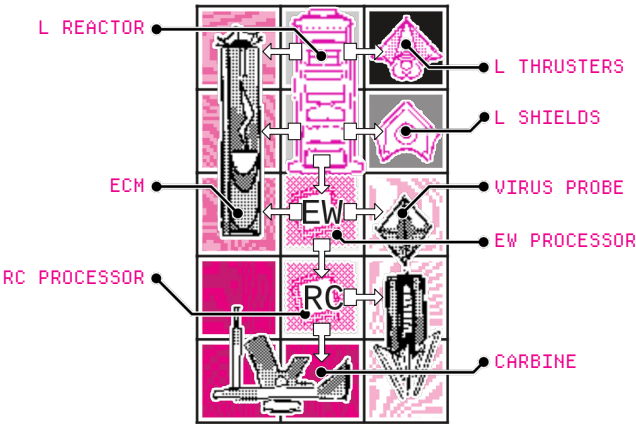
GRID: 3X5 // HP: 15

In Sync: Increase the maximum range of all ranged weapons hooked into a Processor by 1.



LN-VIGIL

The Light//Nerve build most commonly used by home-ships: built for mid-to-long-range electronic support, it's a speck in the distance, a bug in their system. Keep your friends alive and your enemies confused.



CARBINE



RNG: 1-2 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.

ECM GENERATOR



RNG: 3-5 // TARGET: ZONE // DUR: 1

Electronic: Powered. Does not operate if damaged.
ECM Cloud: -2 ACC to all in Zone, -4 for EW
weaponry, until your next turn. Cloud lasts for
DUR rounds and destroys all missiles.

VIRUS PROBE



RNG: 2-3 // DMG: 0 // DUR: 1

Electronic: Powered.
Virus: Make 2 hit rolls. Ignores armor/shields. Parts
or weapons hit are Disabled for DUR rounds.
Crit: Pick a part/weapon to Disable for DUR rounds.

EW PROCESSOR



Connected Shock weapons, Virus weapons, and ECM
generators that don't count as Melee or Missiles
have +1 maximum range.

RC PROCESSOR

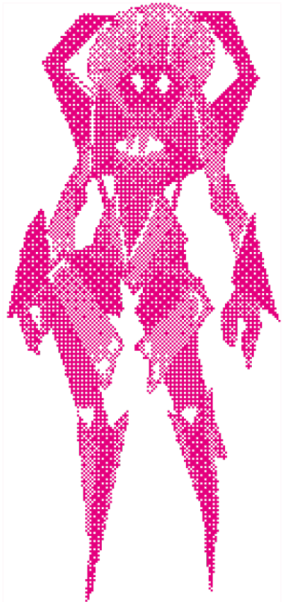


Connected Full Auto, Virus, and Fast Melee Weapons
gain +1 ACC if negative. If they have -5 or lower,
they gain another +1 for every -5 ACC.

L SHIELDS

CPC: 5

+/- 1 CPC if the
mech is over/
underpowered.



MED FRAMES

Jack of all trades.

Medium frames can fill most any role their heart desires and their frame can fit. These versatile frames are less specialized than their Ultra or Light counterparts in exchange for greater freedom.

MEDIUM // FLASH

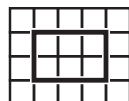
A Frame designed to balance evasion and speed with concrete protection. First in, last out.

MEDIUM//FLASH FRAME

GRID: 5X4 // HP: 20

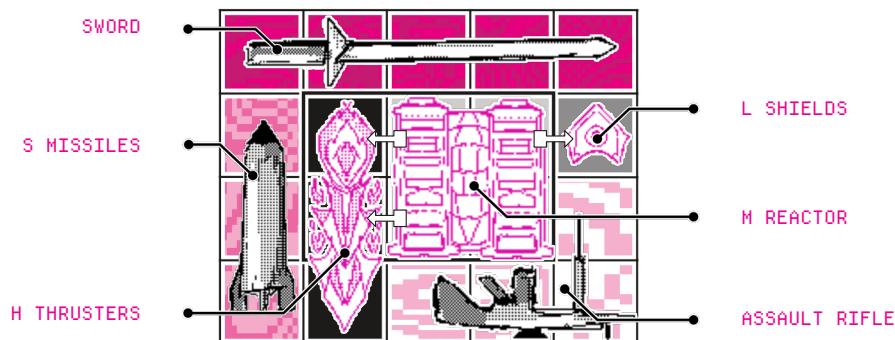
Armored: Unlike other Med Frames, this Frame has armor on the squares noted.

ARMOR



MF-BANDIT

The Medium//Flash build most commonly used by home-ships: designed to threaten enemies at short, medium, or long range. Ready for anything.



SWORD



RNG: 0 // DMG: 6

Strong Melee: +2 ACC.
Crit: Triple DMG.



ASSAULT RIFLE



RNG: 2-3 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.



S MISSILE BATTERY



QTY: 4 // DMG: 3

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.



L SHIELDS

CPC: 5

+/- 1 CPC if the
mech is over/
underpowered.



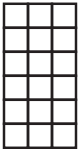
MEDIUM // NERVE

A Frame optimized for single-shot weapons at any range. Pick your targets well.

MEDIUM//NERVE FRAME

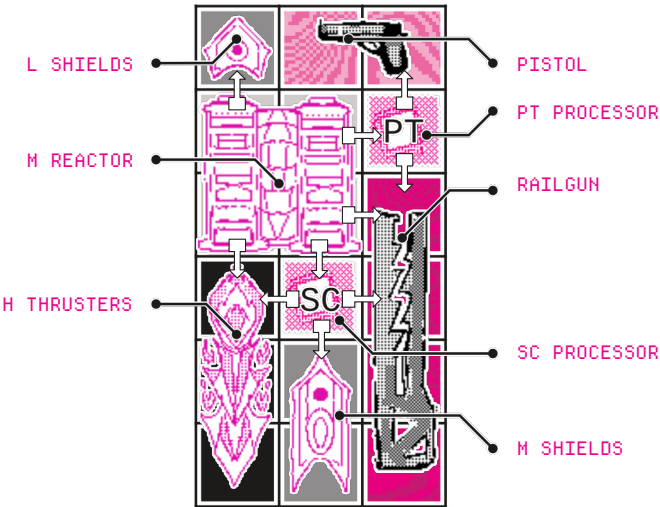
GRID: 3X6 // HP: 18

Zeroed In: +1 ACC to every Single-Shot weapon.



MN-FORTUNE

The Med//Nerve build most commonly used by home-ships: a sharpshooter with a railgun for long range and a pistol for anyone who comes close. Hit 'em first and hit 'em hard. They'll never see you coming.



PISTOL



RNG: 0-2 // DMG: 1

Single-Shot: +2 ACC
Crit: Triple DMG.



RAILGUN



RNG: 4-6 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Triple DMG.



PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.



SC PROCESSOR



Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.



L SHIELDS

CPC: 5

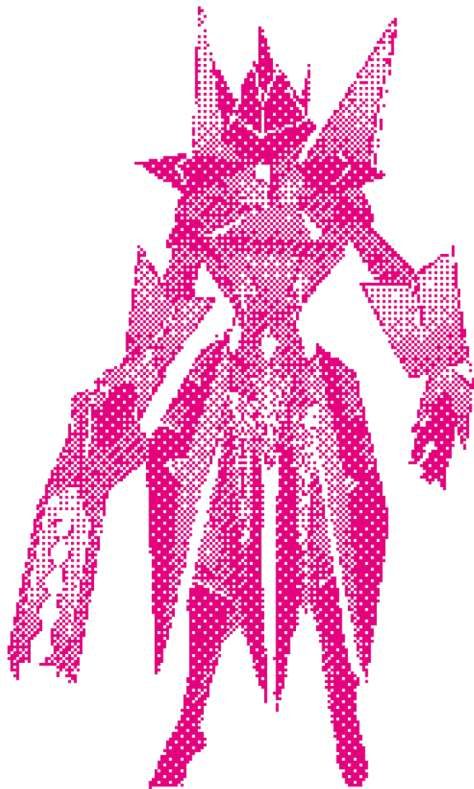
+/- 1 CPC if the mech is over/underpowered.



M SHIELDS

CPC: 10

+/- 2 CPC if the mech is over/underpowered.



HEAVY FRAMES

Bark and bite in equal measure.

Heavy frames reach the upper echelons of big and bulky without sacrificing their mobility to the degree of Ultra frames. They are built both to hit and take hits.

HEAVY // FLASH

A Frame with more room than most mechs and more mobility than the Ultra frames, built for maximizing fire rate and actuator strength.

HEAVY//FLASH FRAME

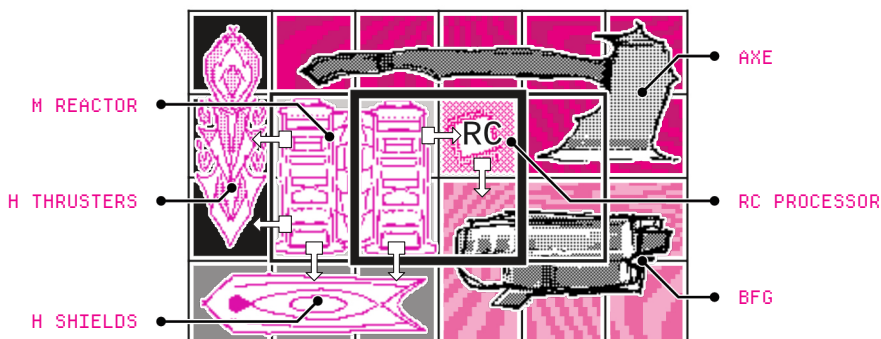
GRID: 6X4 // HP: 24

Demolisher: Add +1 to the number of Full Auto hit rolls, or +2 if the weapon makes 5 or more hit rolls. Melee does +1 DMG.



HF-CARNAGE

The Heavy//Flash build most commonly used by home-ships: a frontline brawler with a big fucking gun and a huge axe. Rip and tear.



ENORMOUS AXE**RNG: 0 // DMG: 6**

Strong Melee: +0 ACC. Hit adjacent squares for 1 DMG on a hit.



Crit: Double DMG.

BIG FUCKING GUN**RNG: 2-3 // DMG: 2**

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.



Crit: +1 DMG.

RC PROCESSOR

Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

**H SHIELDS****CPC: 12**

+/- 3 CPC if the mech is over/underpowered.
(Included above.)



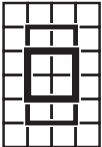
HEAVY // NERVE

A Frame with more room than most mechs and more mobility than the Ultra frames, built for maximizing fire rate and actuator strength.

HEAVY//NERVE FRAME

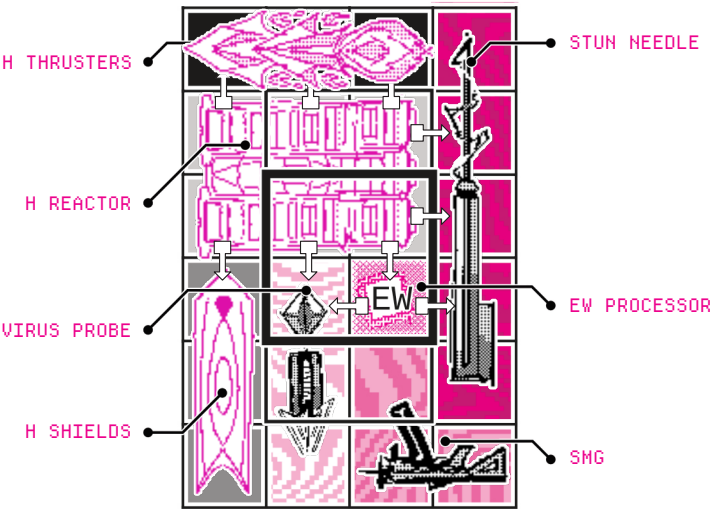
GRID: 6X4 // HP: 24

I'm In: Add 1 to DUR for Shock, Virus, and EMP weapon effects.



HN-GRIDLOCK

The Heavy//Nerve build most commonly used by home-ships: an electronic warfare specialist and leet hacker of the cosmos. Hack the planet. Hack the universe.



SMG



RNG: 0-1 // DMG: 1

Full Auto: Make 5 hit rolls.
Crit: +1 DMG.



**STUN NEEDLE
LAUNCHER**



RNG: 4-5 // DMG: 1 // DUR: 1

Electronic: Powered. Ignores shields. 2x penalties
for being Damaged.
Shock: +2 ACC. Parts or weapons hit are Disabled
for DUR rounds.
Crit: Parts adjacent to the hit location are
Disabled for DUR rounds.



VIRUS PROBE



RNG: 2-3 // DMG: 0 // DUR: 1

Electronic: Powered.
Virus: Make 2 hit rolls. Ignores armor/shields. Parts
or weapons hit are Disabled for DUR rounds.
Crit: Pick a part/weapon to Disable for DUR rounds.



EW PROCESSOR



Connected Shock weapons, Virus weapons, and ECM
generators that don't count as Melee or Missiles
have +1 maximum range.



H SHIELDS

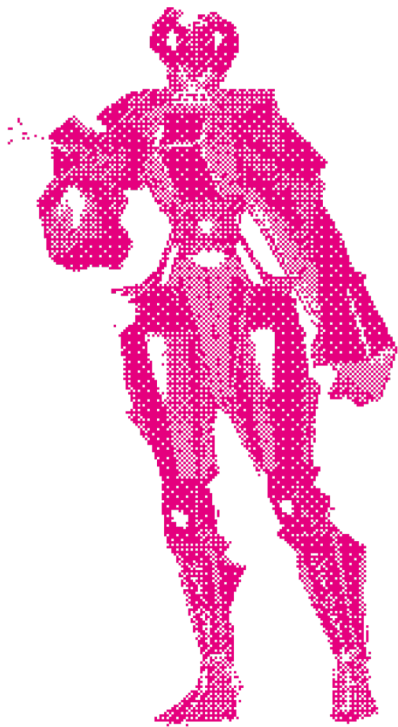
CPC: 15

+/- 3 CPC if the
mech is over/
underpowered.



H REACTOR

Does not lose
power on damaged
squares until 3+
are damaged.



ULTRA FRAMES

The bigger, the better.

Ultra frames are more akin to battleships than mecha, and are at least triple the size of a Light frame. They are durable, slow, and wreak nuclear havoc on the battlefield if left untouched.

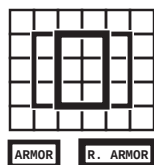
ULTRA // FLASH

The power in this Frame was not meant to be under one mere mortal's control. More akin to a deployable weapons platform than a mech.

ULTRA//FLASH FRAME

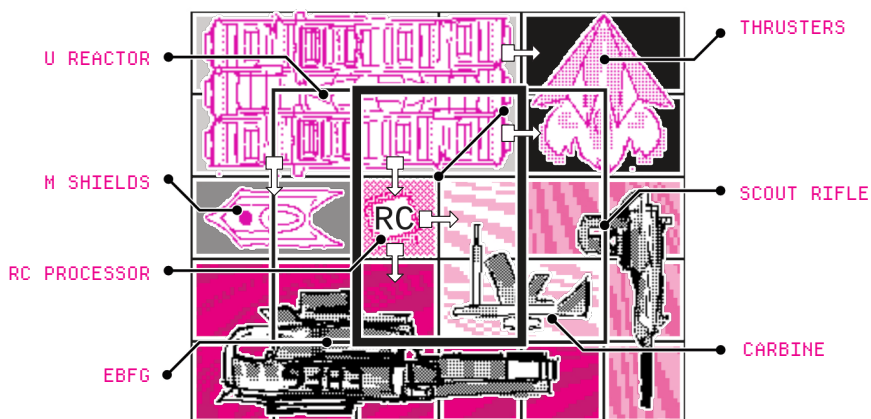
GRID: 6X5 // HP: 30

Stable Fire Platform: Add +1 ACC to Single-Shot, Full Auto, Explosive, and Melee attacks at the end of every turn. Reset this bonus if you gain evasion. If you don't move, all armor absorbs 1 extra DMG until you next turn.

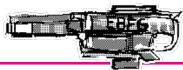


UF-CASTLE

The Ultra//Flash build most commonly used by home-ships: a platform for fully automatic weaponry that digs in and unleashes havoc on anyone within range. Never stop firing.



EVEN BIGGER
FUCKING GUN



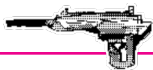
RNG: 2-3 // DMG: 3

Full Auto: -3 ACC if Ultra, -5 if Heavy, -10 if Medium or Light). Make 6 hit rolls.



Crit: +1 DMG.

SCOUT RIFLE



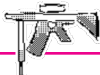
RNG: 3-4 // DMG: 3

Full Auto: +1 ACC. Make 2 hit rolls.

Crit: +1 DMG.



CARBINE



RNG: 1-2 // DMG: 2

Full Auto: Make 3 hit rolls.

Crit: +1 DMG.



RC PROCESSOR



Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.



M SHIELDS

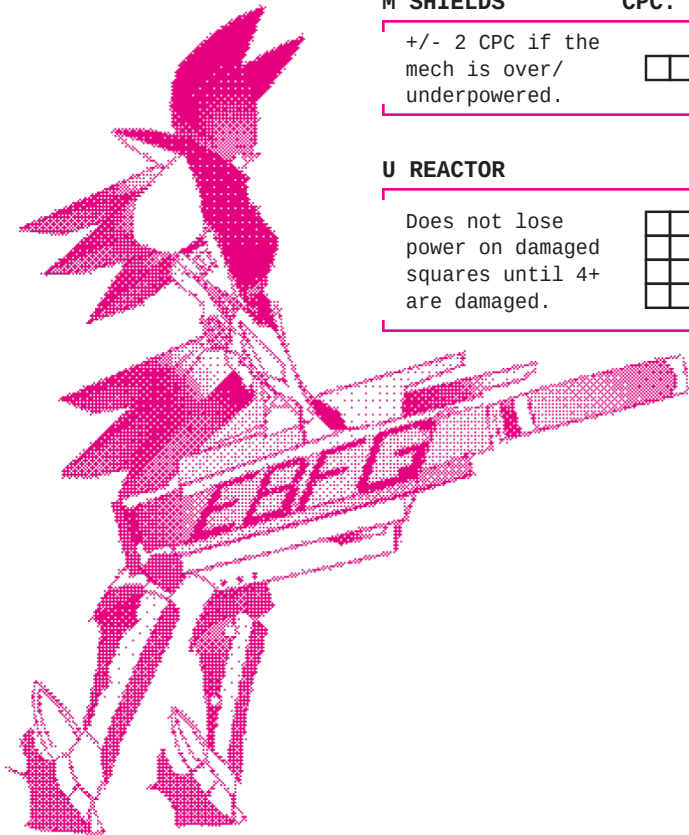
CPC: 10

+/- 2 CPC if the mech is over/underpowered.



U REACTOR

Does not lose power on damaged squares until 4+ are damaged.



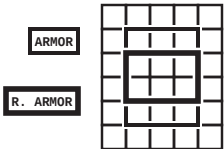
ULTRA // NERVE

A Frame with circuits wired especially for missile control. Designed to threaten entire battlefields from a singular position.

ULTRA//NERVE FRAME

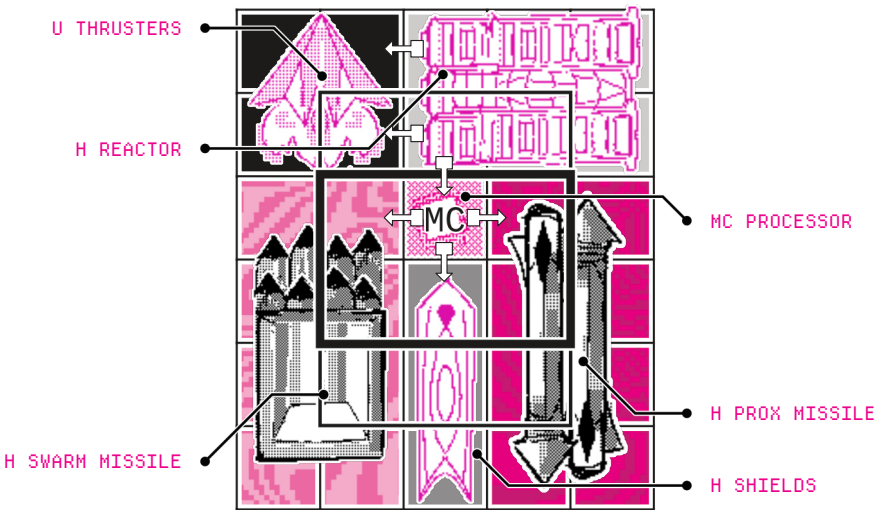
GRID: 5X6 // HP: 30

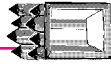
Superior Guidance: When you Direct missiles, you can Direct up to 10 instead of 8.



UN-BLITZ

The Ultra//Nerve build most commonly used by home-ships: a platform for unleashing an unreasonable number and variety of missiles. Blot out the stars.



H SWARM MISSILES**QTY: 8 // DMG: 3**

Speed: 4 towards the target.
Crit: Hit every adjacent square for 1 DMG.

**H PROXIMITY MISSILES****QTY: 4 // DMG: 3**

Speed: 4 towards the target.
Proximity: 1 DMG on a miss.
Crit: Hit every adjacent square for 1 DMG.

**MC PROCESSOR**

Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.

**H SHIELDS****CPC: 12**

+/- 3 CPC if the mech is over/underpowered.
(Included above.)



COMBAT

Celestial Bodies is a game set in a very fractious universe. Plenty of people across the stars have varying motivations for standing in the way of Lamplighters' missions: they have to eat, they need to patch up their ship, and so on. A lot of them will be able to be dealt with in some smart way: tricking them, sneaking around them, persuading or intimidating them into backing down, or even helping them get what they want.

At the end of the day, though, you're probably going to have to fight some of them with your mechs. That's what they're built for, after all. This section is about that.

Preparing for Combat

In general, it's a good idea to prepare for combat by getting a shared area set up: a tabletop, an online space everyone can see and interact with, or something similar. Everyone should put their mech's grid, along with any enemy grids, in this shared area. This will help make the game go much quicker, and given that nothing is supposed to be secret or privileged information, there's no reason not to do so.

Zones and Ranges

Locations in combat are described by **Zones**. A Zone in combat is usually some vague area defined by landmarks and its relationships to other Zones.

Zones are often outlined by some relative, landmarked location: next to a crashed ship, in a crater, etc. Sometimes they're partially a matter of distance or difficulty to target: one landmarked Zone might be 3 Zones away from another, where the 3 Zones in the middle aren't as important as what they're between. **Range** to another Zone - usually used for targeting of something in that Zone or movement to it - is defined by how many Zones away your target is. If there's a discrepancy in Range due to irregular Zones (for example, if a particular target can be counted as either 3 or 4 Zones away) then pick the most direct route, or use your best judgment if there are multiple that would make sense. (If there are frequently discrepancies of more than 2 Zones to the same target where both seem like the most direct, it's probably a good indication that you should break a given Zone up into several Zones.)

Flow of Combat

A round of combat typically passes back and forth between the Spark and whoever opposes them until every character has gone. Typically a Lamplighter will take their turn first, then a hostile. Some hostiles may break this rule, or it might make sense to have them go first if they have an advantage or are particularly wary. If one group has the drop on another everyone on their side goes first on round 1.

Typically, whenever a Lamplighter takes their turn, their player then takes an enemy's turn for them. In the event that enemies act first, reverse it: a player takes an enemy's turn for them then takes their own. (When there are more enemies than players, players should trade off until the end of the turn.)

/// Example: Andromeda and Fatima are trying to snatch some salvage before scavengers take it all away. The four scavengers notice them and don't take kindly: combat breaks out. Andromeda's player decides to take their turn first, then their player goes for the scavenger; then Fatima's player takes her turn and picks a scavenger and acts for them. Their players take the final two scavengers' turns for them, then the next round starts.

Turns and Actions

During their turn, Lamplighters may take 3 Actions. Hostiles may take 2 or 3 Actions depending on their Type (see Hostiles on [p.28](#)).

Attack

Don't be afraid to reach out.

Make one (or more, depending on the weapon, see multi-hit attacks below) hit location roll immediately. You can only Attack with a given weapon once per turn. This action is not used for missiles, which instead attack when they reach their target using **Direct**.

You can also use the Attack action to shoot down missiles in flight (see Attacking Missiles on [p.25](#)).

Move

Launch your metal coffin across the battlefield.

Move a number of Zones based on your Thrusters (default 2 if your Thruster size matches your mech's size). You gain 1 Evasion for every 3 Zones moved during a turn. Evasion offsets enemy Accuracy and goes away at the start of your next turn.

Deploy

Litter the battlefield with toys.

Use a missile launcher to deploy the number of missiles noted on the launcher at range 0-1 or use any other non-attack utility at the listed range. You must designate a target for them when you deploy most missiles, in which case the target knows they've been locked-on. Any part can only Deploy once per turn. If you Deploy multiple missiles/etc, they all have to designate the same target and Deploy to the same Zone. Missiles aren't armed until they've been Directed.

Direct

Command your messengers of destruction.

Pick up to eight missiles that you Deployed in a previous round. Move them a number of Zones equal to their Speed (which usually needs be directly towards the target). A missile that has been Directed is now armed: if a group of armed missiles ends up in the same Zone as their intended target by whatever means, they attack the target in concert with each other (see multi-hit attacks below). Missiles that were Deployed in a previous round but haven't been Directed by the end of your turn are destroyed. You can only Direct a missile once per turn.

Repair (Takes 2 Actions)

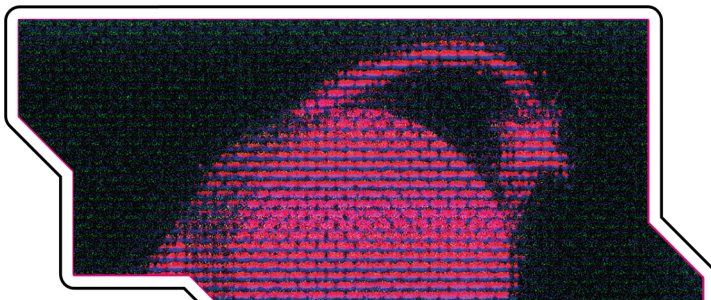
Patch things up.

Restore the functionality of one square of a damaged (not destroyed) part on your mech's grid. (This does not restore any HP, but solely restores functionality.)

Tackle

Abandon common sense, embrace physical violence.

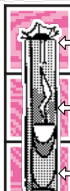
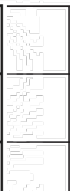
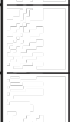
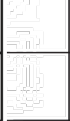
Make a hit roll against an enemy at Range 0 with +0 ACC, ignoring evasion. On a hit, deal DMG equal to how many Zones you've moved this turn to both yourself and your opponent. Increase the DMG to your opponent by an amount based on your Frame's size (1 for Light, 2 for Medium, 3 for Heavy, 4 for Ultra, and double it if your opponent isn't a mech) and decrease the DMG to yourself by the same amount. If the Tackle crits, the target takes double DMG and you take none. Non-Mechs can't Tackle.



Attacking and Hit Rolls

When a character makes an Attack or when a missile reaches its target, they typically make a Hit Roll. This determines both whether it hits its intended target and, if it does hit its target, where it hits.

When you make a Hit Roll, pick two different six-sided dice, decide which is for column (the “tens”) and which is for row (the “ones”), and roll them. The intersection of the two is where the attack hits. (The top left of your mech’s grid is always 11.)

	10	20	30	40	50	60
1						
2						
3						
4						
5						
6						

/// Example: Adebayo’s LN-VIGIL is being attacked by a scavenger’s twin pistols. The scavenger makes one Location roll for each attack: they get a 46 (4 for column and 6 for row) and a 23. The first one completely misses, but the second one would hit his EW Processor.

Any part hit is **Damaged**, and the damage taken is subtracted from the mech’s HP. If HP is 0, the mech is destroyed. If all squares of a part have been hit, the part is **Destroyed** and cannot be used going forward. Some weapons will **Disable** a part on a hit, which means it’s treated as if destroyed. (Reactors can never be Disabled.)

Crits

A Crit happens whenever you hit an area that’s currently damaged or that doesn’t have any parts on it. In that case, the attack either does extra DMG or has an extra effect. Each weapon has their Crit effect listed on that weapon. Disabled parts can be crit as if the entire disabled part were destroyed.

Accuracy and Evasion

Accuracy (or ACC) represents the degree to which you can turn misses into hits and hits into more accurate hits. If Accuracy is positive, the attacker may increase or decrease the value of either die rolled for location by 1 per point of Accuracy. If Accuracy is negative, the defender may increase or decrease those location die values by 1 per negative point of Accuracy.

/// Example: In the example above, pistols have +2 ACC. If Adebayo's mech has no Evasion, the attacker could choose to turn that 46 into a 35 (spending 2 Accuracy to decrease both dice by 1). Instead of missing, it hits the bottom square of his Carbine.

Evasion represents the mech's ability to avoid fire. It's mostly gained by movement: you gain 1 Evasion for every 3 Zones your mech has moved during its last turn. Evasion is subtracted from Accuracy.

/// In the example above, Adebayo has 1 Evasion from having moved last turn. This means that the attacker effectively has 1 ACC instead of 2 ACC with their two attacks: they can't change the 46 enough for it to hit (as 36, 45, and 56 are all outside the mech's parts grid), but they could change the 23 to a 22, 24, 31, or 33 (going for the mech's Reactor, Recoil Compensation Processor, Thrusters, or the middle of the Virus Probe).

Adjusting Rolls with Attributes

Player characters (and some notable non-player characters) can adjust rolls further after the fact by spending Attributes. Every point spent allows the player to alter their roll or an enemy's roll by one square.

To alter rolls for...

- ▶ Melee weapons, Explosive weapons, or Tackle, spend **Force**.
- ▶ Single-Shot or Shock weapons, spend **Precision**.
- ▶ Missile weapons, spend **Nerve**.
- ▶ Full Auto or Virus weapons, spend **Flash**.
- ▶ Enemy attacks, spend the Attribute noted in the Frame's name.

/// Example: Assuming the attacker above targeted 23, given that his LN-VIGIL is a Light//Nerve mech, Adebayo could spend 2 Nerve to alter that to a 43. This would cause the attack to miss entirely instead.

Armor and Reinforced Armor

All Heavy and Ultra mechs have cells with **Armor** and **Reinforced Armor**. These protect both the mech's Hull Points and installed parts. Armor reduces incoming DMG to unshielded squares by 1, while Reinforced Armor reduces incoming DMG to unshielded squares by 3. If DMG is reduced to 0, that square doesn't count as having been hit. Crits against armored squares reduce incoming DMG before multiplying or adding extra DMG, but remove the armor afterwards.

/// Example: Fatima attacks a Hovertank with her LF-THORN's shotgun and sword. Her shotgun hits one of its reinforced armor squares: 5 DMG is reduced by 3 to 2 DMG, damaging the part at that square. (If it had dealt 3 DMG or less, reduction by 3 would mean the part would be undamaged.) Her sword hits that square again and crits: 6 DMG is reduced to 3 before multiplying, but removes the armor.

Multi-Hit Attacks

Full Auto weapons, Virus weapons, and missiles make **multi-hit attacks**. This means that the attacker makes the specified number of hit rolls (or in the case of missiles, a number of hit rolls equal to the number of missiles) instead of one. The final Accuracy value after subtracting Evasion is divided evenly between all location rolls when making a multi-hit attack, with any remainder going to earlier attacks in the sequence. Any Attributes spent to adjust rolls happen after each individual attack and aren't factored into divided Accuracy.

/// Example: A different scavenger is attacking Fatima's LF-THORN with an Assault Rifle. Fatima moved quite a bit last turn, so her Evasion is currently 2. Given that the scavenger's Assault Rifle has +0 ACC, this would normally mean -2 ACC, guaranteeing a miss against such a tiny mech! However, the Assault Rifle makes 3 hit rolls, so that -2 is split as evenly as possible between the three rolls: the first two rolls have -1 ACC, while the third has +0, making it much more possible for Fatima to sustain a hit.

Attacking Missiles

Missiles can be extremely dangerous, but they are also uniquely vulnerable: they can be shot down before they arrive. When attacking missiles, roll one die for every hit roll that would be made: for every die that's 3 or higher, a missile in a Zone in range is destroyed. Some properties can change the amount you need to roll to destroy a missile (making it 2 or higher, for example, or 4 or higher). Any weapon that deals DMG on a miss always destroys a missile, and anything that deals DMG to everyone in a zone makes a hit roll against every missile in that zone. Any ECM cloud also always destroys missiles that pass through it.

DMG, Disabling, and Death

Every mech has a certain number of Hull Points (HP). For Lamplighters, their mech always has HP equal to the number of grid cells their mech has. Enemies have HP related to their grid size, but often it's a multiplier.

Damage (or DMG) taken to the mech is subtracted from their HP. When that HP runs out, the mech is disabled: its outer layer can't contain its systems. As an alternative to reducing a mech's HP, you can also disable it by destroying their Reactor. Pilots can always choose to eject on their turn if they think that might happen, but unfortunately, sometimes they can't (or won't).

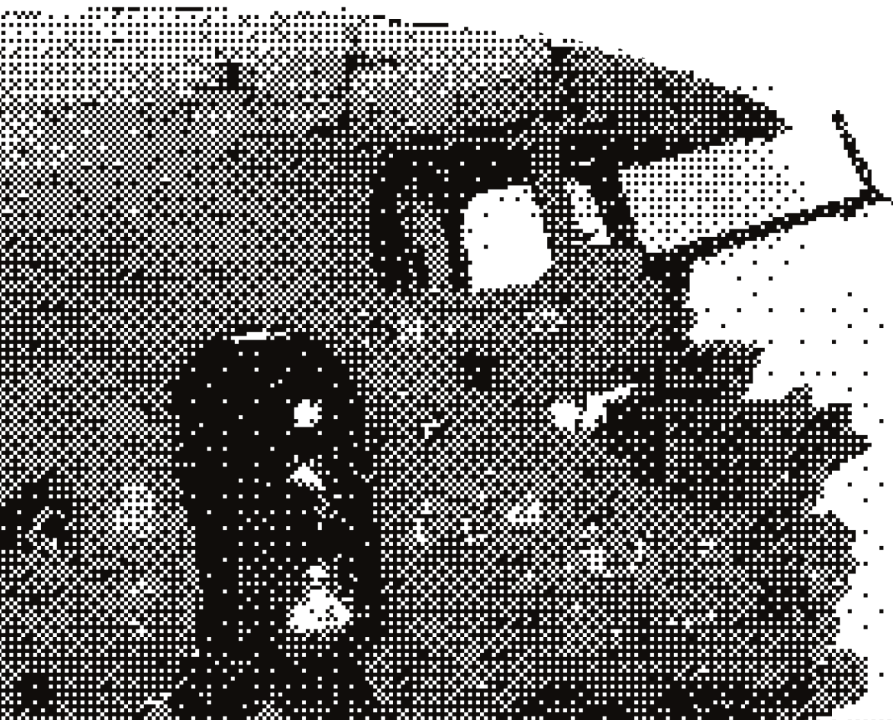
You should decide at your table how you want to handle the potential death of a Lamplighter (or any pilot, for that matter). Here are some suggestions:

- > If a mech gets their reactor shot out, its pilot can still eject afterwards. Otherwise, they die.
- > Roll 1 die if the mech runs out of HP, or 2 dice and take the higher die. On a 5-6, they safely eject; on a 3-4, they eject but in a bad location (like behind an enemy); on a 1-2, they go down with the mech.
- > Any of the above for non-player Lamplighter pilots. Protagonist pilots always successfully eject.
- > Players decide as a table whether or not anyone successfully ejects.

Continuing a Mission After Combat

When combat ends, oftentimes the mission isn't over. If that's the case, Lamplighters restore some capability to their Frames:

- > Damaged (but not destroyed) parts are restored. Like the Repair action, this does not replace any HP, but solely restores part capability.
- > All non-destroyed Shields restore their current capacity to half if it's lower than that (round up).



Hostiles

Those who engage in combat with a Spark. Anyone can become hostiles or not, if they're willing to fight; this section represents what that looks like.

Types of Hostiles

Standard hostiles are moderately threatening. They work like player character Lamplighters but without Attributes or their Frame's Trait.

Minions are poorly equipped, poorly trained, and largely a threat in numbers. They have two actions per round, half HP for their Frame, and are often missing parts and/or armor in addition to not having Attributes or their Frame's Trait.

Elites are well equipped, well trained, and dangerous. Treat them as player character Lamplighters, but with **Threat** instead of Attributes: Threat is a smaller pool of points can be spent in the same way. (Threat should be spent before any Attribute spends.)

Creating a Spark of Hostiles

To create a Spark of Hostiles, you roll several times on the Spark Members table for the specific Faction who's present. Sometimes Faction Spark Members tables will reference and modify General Lamplighter or General Colony/Station Spark Members tables (see next page). Alternatively, it might make more sense to roll those instead for situations where a faction is unclear or not important enough to have distinct Builds or features of their own.

For normal difficulty, roll a number of times equal to the number of Lamplighters; for harder difficulty in fights, roll twice that amount or more. Two minions are worth one Standard enemy, while two Standard enemies are worth one Elite. Some Build entries will have indicators for Minion and/or Elite: this indicates that this is suitable for that type of hostile in addition to Standard.



General Colony/Station Spark Members

1. 2 Minion DR-DRONES.
2. 2 Minion TR-TURRETS.
3. 2 Minion TK-TANKS.
4. A Standard DR-DRONE.
5. A Standard TR-TURRET.
6. A Standard TK-TANK. (If this is rolled twice, upgrade the existing Standard to an Elite.)

General Lamplighter Spark Members

1. A Standard LF-THORN or LN-VIGIL.
2. A Standard MF-BANDIT or MN-FORTUNE.
3. A Standard HF-CARNAGE or HN-GRIDLOCK.
4. A Standard UF-CASTLE or UN-BLITZ.
5. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)
6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)



Non-Mech Frames and Builds

A handful of types of hostiles you might encounter aren't Lamplighters and don't pilot mechs. These are treated as if they are mechs, but they have unique properties of their own. They're slightly less powerful than a given mech.

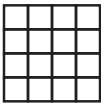
Certain factions may have different builds for their specific versions of these three types of enemies. The builds presented are fairly common, however.

Drone

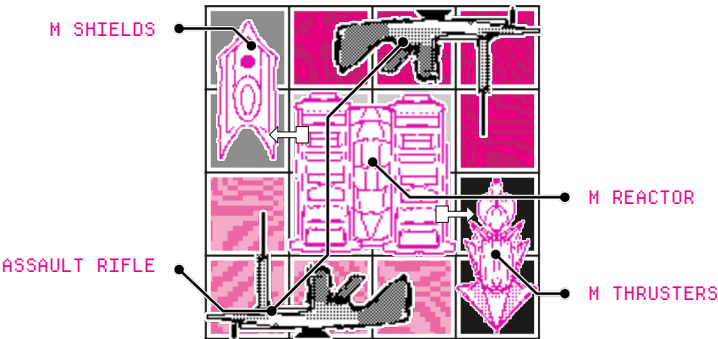
Flying gun platforms, always autonomous or remote-piloted. They're cheap and hardy, but they have hefty power requirements.

DRONE (LIGHT) GRID: 4X4 // HP: 16 STANDARD, 8 MINION

Resource Drain: Counts as Heavy for the sake of Reactor requirements and Shields counting as overpowered or underpowered. **Never an Elite.**



DR-DRONE A standard drone with dual ARs.



ASSAULT RIFLE



RNG: 2-3 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.



M SHIELDS CPC: 8

+/- 2 CPC if the mech is over/underpowered.
(Included above.)

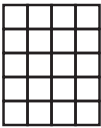


Turret

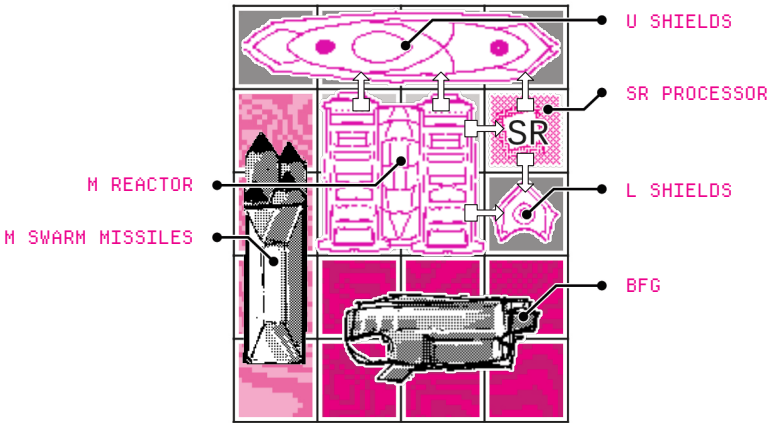
Unmoving, automated gun platforms. Being emplaced means they can sustain surprisingly high recoil.

TURRET (MED) **GRID: 5X4 // HP: 20 STANDARD, 10 MINION**

Bolted Down: Cannot move or be moved. Counts as Ultra for the purpose of weaponry that modifies ACC. Counts as Light for the sake of Reactor requirements and Shields counting as over-powered or underpowered. **Never an Elite.**



TR-TURRET A standard gun-and-missile turret.



BIG FUCKING GUN  **RNG: 2-3 // DMG: 2**

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.
Crit: +1 DMG.



M SWARM MISSILES  **QTY: 6 // DMG: 3**

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.



SR PROCESSOR 

Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.



U SHIELDS **CPC: 24**

+/- 4 CPC if the mech is over/underpowered.
(Included above.)



L SHIELDS **CPC: 6**

+/- 1 CPC if the mech is over/underpowered.
(Included above.)

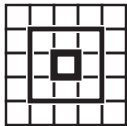


Hovertank

Heavily armored all-terrain vehicles with both treads and hovering thrusters.

HOVERTANK (HEAVY) GRID: 5X5 // HP: 25 STD, 12 MINION

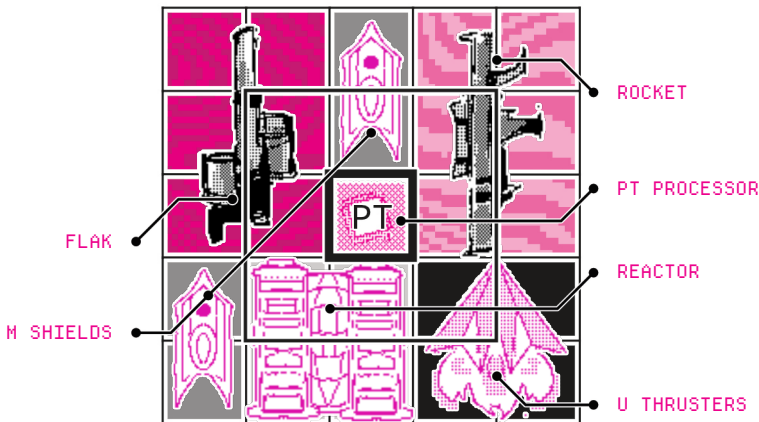
Hovering Tank: Has a minimum move speed of 1 Zone per action. Cannot gain Evasion. (Elite Only) Can attack with one weapon twice this turn if it hasn't moved yet.



Elites have 2 Threat.



TK-TANK A standard explosive-heavy hovertank.



M SHIELDS CPC: 8

+/- 2 CPC if the mech is over/underpowered.
(Included above.)



ROCKET LAUNCHER



RNG: 3-5 // DMG: 4

Explosive: -1 ACC. Hit adjacent squares for 1 DMG on a hit.
Crit: +1 DMG to all squares hit.



FLAK CANNON



RNG: 4-5 // DMG: 2

Explosive: -10 ACC. Make 3 hit rolls. Hit adjacent squares for 1 DMG on a hit. Deal 1 DMG on a miss.
Crit: +1 DMG to all squares hit.



PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.



FRACTIONS

In this crazy mixed-up universe, it takes all kinds. Here are some of the kinds that it (apparently) takes.

Reading a Faction Entry

Every Faction has the following components:

- ▶ **Description:** A little bit about who they are in the general sense, what they're like to interact with, and what motivates them.
- ▶ **Items of Interest:** Some people, places, Sparks, and other ideas associated with that faction. Use these as campaign ideas if you want!
- ▶ **Signature Feature:** Something they've got going that they keep to themselves and their good friends. When you're fast friends with this faction (see the next page), you'll get access to this.
- ▶ **Spark Members:** When running into them as hostiles, this describes what kinds of forces they'll bring to bear.
- ▶ **Builds:** Every faction puts some mechs together a little differently to suit their preferences and needs, and this details a few of those. For factions that have mech parts as their signature feature, these builds usually try to make the most of those parts.

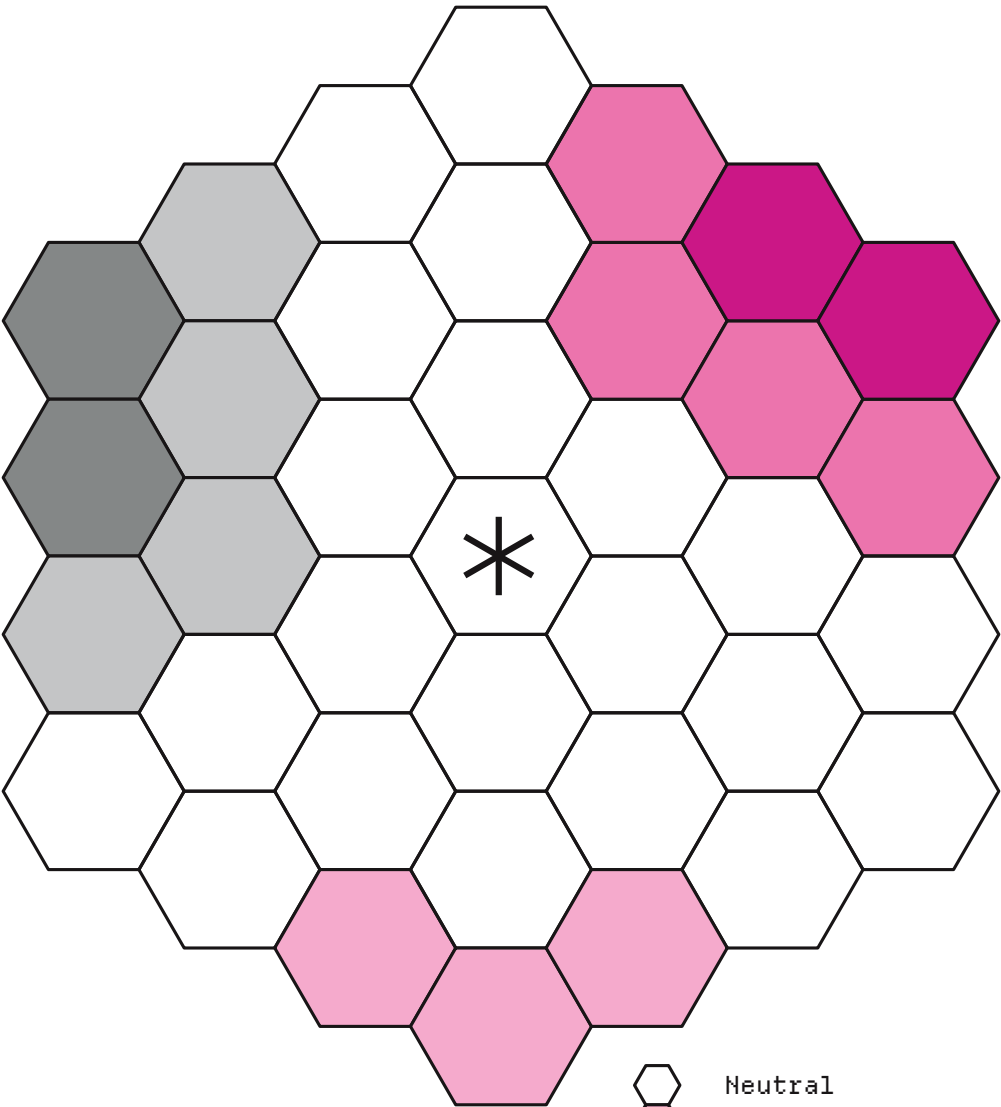
Faction Standing

Factions can have one of six standings, outlining how they broadly feel about you and your home-ship:

- ▶ **Neutral:** They're just not that into you, sorry. They'll show up a little less frequently on your missions until they have more of an opinion about you.
- ▶ **Rivalry:** It's complicated.
- ▶ **Supportive:** They like you, y'know, a little. Their disposition is **neutral** on missions when they would normally be **hostile**. You have access to the Faction's Signature Feature.
- ▶ **Allied:** They like you for-real. The faction's disposition is **amiable** on missions when they would normally be **neutral**. You have access to the Faction's Signature Feature.
- ▶ **Unfriendly:** You've gotten on their bad side. The faction's disposition is **neutral** on missions when they would normally be **amiable**.
- ▶ **Aggressive:** You've crossed them one too many times. The faction's disposition is **hostile** on missions when they would normally be **neutral**.

Faction Hexflower

Your standing relative to a given Faction is determined by their location on the below hexflower. Every faction starts in the middle hex marked with a star. (For your own sake, don't mark factions until they've moved).

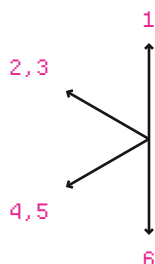


- Neutral
- Rivalry
- Supportive
- Allied
- Unfriendly
- Aggressive

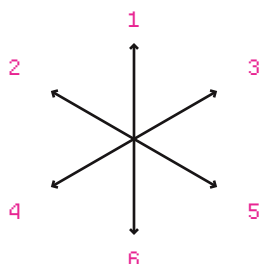
Faction Rolls

Various downtime events and the way missions play out will often provoke a **Faction Roll**. These can be positive, negative, or neutral rolls depending on how your last interaction with them went. Pick the appropriate guide below, roll, and move their position on the hexflower in the direction indicated by the arrow.

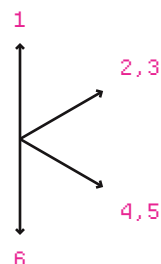
Negative



Neutral



Positive



Roll and move their position when:

- > You encounter them on a mission, at the end of the mission. Make a Negative roll if you fought against them, a Positive roll if you helped them, or a Neutral roll otherwise.
- > A Downtime Event (p.202) tells you to roll.

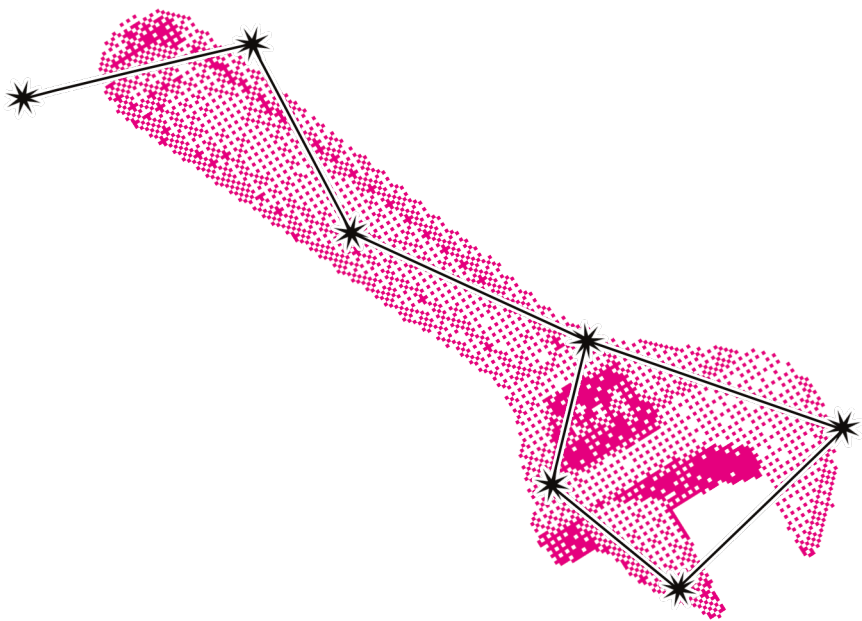
For the most part, moving between locations on the Faction Hexflower just changes Disposition without much fanfare. However, this has two exceptions:

- > When your standing would move from **Neutral** to **Supportive**, keep them in the same place but mark where it was going to go. The next time you do a mission for that faction, if the mission succeeds, it moves to the marked area. Otherwise, it stays where it is, or if it moves elsewhere in the meantime, unmark it.
- > When your standing would move from **Supportive** to **Allied**, keep them in the same place but mark where it was going to go. The next time you do a mission for that faction, if the mission succeeds, it moves to the marked area. Otherwise, it stays where it is, or if it moves elsewhere in the meantime, unmark it.

Scavengers

Scavengers aren't a coherent Faction so much as the dispossessed, the stranded, and the desperate trying to salvage goods and materials for basic survival. They often operate out of a repurposed shuttle or the still-operating habitation sector of a crashed home-ship. Lamplighters will frequently find them in debris fields, failed or destroyed colonies, or home-ships that wrecked but still maintain enough systems to live in.

Scavenger Lamplighters (or at least the ones that consider themselves as such rather than simply pilots) typically use light or medium Frames: they require the least material to fix or manufacture and can be repurposed most easily for quick salvage operations. Despite not being a coherent Faction, a few common Scavenger Builds have emerged due to a confluence of low manufacture costs, ease of finding certain parts and weaponry, and suitability to salvage operations. Many of their mechs are cobbled together from several other mechs.



Items of Interest

Abilene Tate - Abby if you know her, but make sure you do first - runs one of the bigger scavenger crews. She's got a fleet of refitted cargo shuttles that fall under her leadership, with enough scavenged mechs to threaten remote colonies. By all accounts she's scavenger born and raised, and doesn't have much patience for layabouts: anyone in her fleet who isn't willing to get their hands dirty by helping out (or dirty in any other sense) doesn't last long. Several factions that she's run afoul of have high-value bounties out for her, and the nature of being a high-profile scavenger means that one day they'll probably have to pay out. But not today.

Out in Sector 66, **H4-Z Station** is an independent station run by scavengers acts as a combination diner/hangar. Aside from the three permanent residents - a body shop, a bakery, and a bounty agency - other scavenger vendors come and go, and the constant change has kept the place vibrant (in its dingy way). They're generally pretty accepting, but word gets to H4-Z fast: when someone who the locals deem sufficiently threatening to Scavengers stops by, it's not pretty.

Lemuel, Henry, and Karla were a Spark of Lamplighters from the home-ship ASTROLABE. When that home-ship resisted takeover and got largely demolished by another home-ship intent on conquest, they survived by being out on a mission during the attack. Nowadays, they go by the names **Lem, Hank, and K**. They've been living out of ASTROLABE's moon-grounded ruins since then: mostly trading parts with other scavengers, but people who know them know they're fixing for revenge someday. In addition to a couple of drones, when things get hot, Lem rolls with his LF-THORN; Hank has converted his MF-BANDIT to a MF-TROOPER; and K has secured a Hovertank to replace her fatally-damaged HF-CARNAGE.

Signature Feature

Being in good with Scavengers won't get you any fancy tech, but it will get you some practical know-how and an extra hand when you really need it - on the whole, they tend to look after folks who look after them. Your first Repair action every Downtime is free.

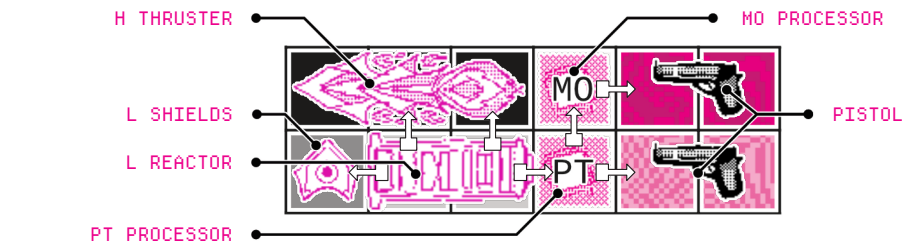
Spark Members

Use the Generic Colony/Station table for Scavengers who are established somewhere. For Scavengers on a salvage run, use the following Spark Members table:

1. 2 Minion LF-GUNSLINGERS.
2. 2 Minion DR-DRONES.
3. 1 Standard LN-ENGINEER. (If this is rolled twice, upgrade the existing Standard to an Elite.)
4. 1 Standard LF-GUNSLINGER. (If this gets rolled twice, upgrade the existing Standard to an Elite.)
5. 1 Standard MF-TROOPER. (If this gets rolled twice, upgrade the existing Standard to an Elite.)
6. 1 Standard TK-TANK. (If this is rolled twice, upgrade the existing Standard to an Elite.)

LF-GUNSLINGER

A Light//Flash build with two pistols and a heavy thruster, designed to get close enough to shoot out a Light or Medium Frame's reactor for easy capture and salvage without getting wrecked. Draw!



-> **Minion:** It has 6HP instead of 12HP.

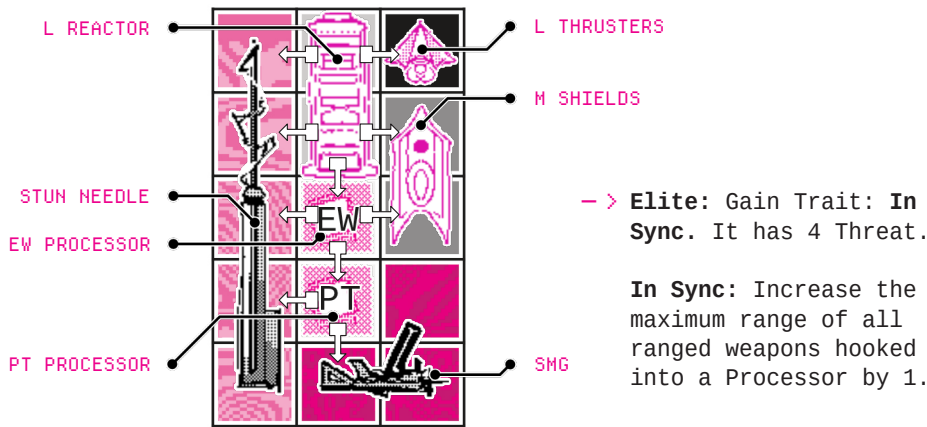
-> **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

PISTOL		RNG: 0-2 // DMG: 1
Single-Shot: +2 ACC		
Crit: Triple DMG.		
☐		
PT PROCESSOR		
Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.		
☐		
MO PROCESSOR		
When connected to both non-missile weapons and thrusters that count as the mech's size or larger, before or after attacking with connected weapons, the mech may move 1 Zone.		
☐		
L SHIELDS	CPC: 5	
+/- 1 CPC if the mech is over/underpowered.		☐

LN-ENGINEER

A tech specialist in a Light//Nerve build sent to aid with recovery efforts and immobilize targets. Does its best to stay at long range.



SMG  **RNG: 0-1 // DMG: 1**

Full Auto: Make 5 hit rolls.
Crit: +1 DMG. 

STUN NEEDLE LAUNCHER  **RNG: 4-5 // DMG: 1 // DUR: 1**

Electronic: Powered. Ignores shields. 2x penalties for being Damaged.
Shock: +2 ACC. Parts or weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds. 

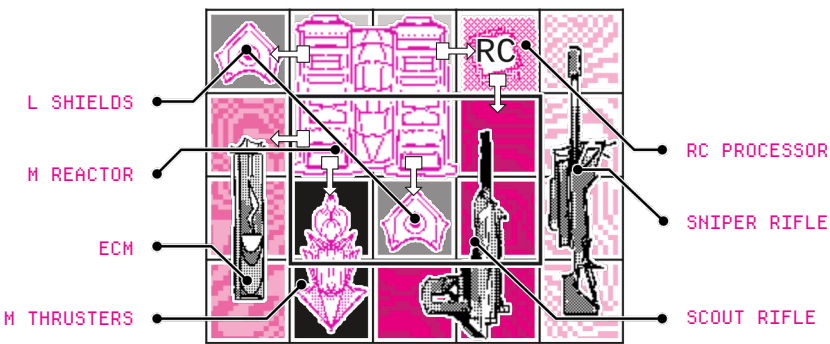
EW PROCESSOR 
Connected Shock weapons, Virus weapons, and ECM generators that don't count as Melee or Missiles have +1 maximum range. 

PT PROCESSOR 
Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC. 

M SHIELDS **CPC: 10**
+/- 2 CPC if the mech is over/underpowered. 

MF-TROOPER

A heavier Scavenger in a Medium//Flash build designed to contest longer ranges and protect less sturdy allies.



-> **Standard:** Ignore the Armor.

-> **Elite:** It has 3 Threat.

L SHIELDS

CPC: 5

+/- 1 CPC if the mech is over/underpowered.

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ECM GENERATOR

RNG: 3-5 // TARGET: ZONE // DUR: 1

Electronic: Powered. Does not operate if Damaged.

ECM Cloud: -2 ACC to all in Zone, -4 for EW weaponry, until your next turn. Lasts for DUR turns. Destroys all missiles.

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SNIPER RIFLE

RNG: 4-5 // DMG: 4

Single-shot: +1 ACC, or +2 if you haven't moved yet this turn.

Crit: Triple DMG.

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SCOUT RIFLE

RNG: 3-4 // DMG: 3

Full Auto: +1 ACC. Make 2 hit rolls.

Crit: +1 DMG.

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RC PROCESSOR

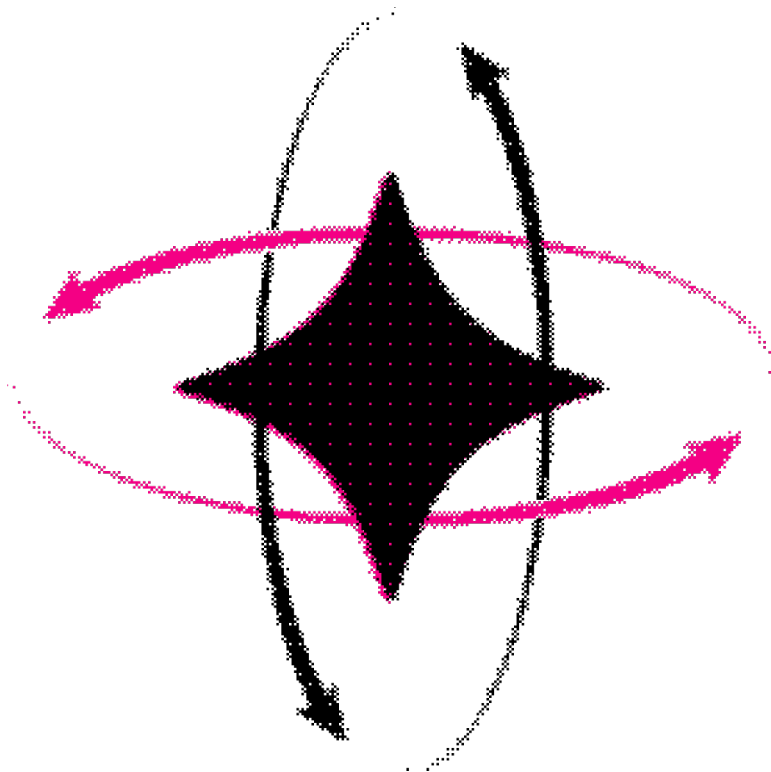
Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

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INFINITY

INFINITY was one of the first home-ships in the second generation to salvage another home-ship. That power and influence compounded upon itself over generations, and eventually its might grew such that it had multiple other home-ships under its protection. Today, INFINITY maintains bases on several planets and moons and has several stations for refueling and projecting force.

INFINITY Lamplighters use any number of home-ship builds, but their custom medium, heavy, and ultra builds represent an increased focus on overwhelming force compared to other factions. They're less concerned about preservation of life and materiel and more focused on getting the job done. Forces under their indirect control are a mix depending on how remote they are: frequently one or two INFINITY Lamplighter will command less experienced or more poorly equipped forces, especially in areas like far colonies where local forces are likely to be fixed emplacements or drones rather than mechs. A proper INFINITY Spark, however, is a terrifying sight to behold: they don't concern themselves with worrying about collateral damage whatsoever.



Items of Interest

INFINITY IV is the most recent addition to INFINITY's fleet was, as per INFINITY's tradition, renamed after being taken over about a decade ago. Following the incorporation or disposal of its crew, the home-ship's interior was almost entirely hollowed-out and turned into a giant greenhouse, not for sustainment but for luxury: it contains little beyond vineyards, orchards, and groves of vintage plant lines saved from Earth, as well as the facilities to contain and transport them to the other ships in INFINITY's fleet.

People living on the home-ships that bear INFINITY's name enjoy the fruits of its extravagance. Those who live and work in their established colonies, however, can't say the same. **Colony M2** is their second mining colony, ringed with walls and turrets and built for constant internal and external surveillance. Dissidents identified are punished, removed, or given opportunities for advancement in INFINITY's ranks depending on their perceived motives.

Squad Gamma is one of the more elite INFINITY Sparks. Two lamplighters in MN-VECTORS (Gamma-2 and Gamma-3) flank a lamplighter operating an HN-MATRIX (Gamma-1), striking hard and fast when it manages to sufficiently disable an enemy. INFINITY's elite squads are typically trained from a young age and kept away from the general population, so Gamma is largely an anonymous extension of INFINITY's will, but they've gained notoriety for the personal pride they seem to take in their prowess.

Signature Feature

INFINITY offers to furnish those who aid them in their endeavors with a fraction of their home-ships' luxury: a proper steam-based sauna that works well on a home-ship. Factions who invite their allies to enjoy it find it far easier to negotiate terms with them - and the home-ship's crew certainly won't mind it being there in the meantime.

SAUNA

Allows you to use the **Indulge** Downtime Action:

Indulge: Make a Faction Roll for a faction that you have encountered in the most recent mission that you are neutral to positive with.
May only be used once per Downtime.

Placement: Must be touching a Common Area or Hangar.

Treat yourself to the finer things in life.

Spark Members

INFINITY Colony/Station:

1. 2 Minion DR-DRONES.
2. 2 Minion TK-TANKs.
3. 1 Standard TK-TANK.
4. 1 Standard MN-VECTOR. (If this is rolled twice, upgrade the existing Standard to an Elite.)
5. 1 Standard HN-MATRIX. (If this is rolled twice, upgrade the existing Standard to an Elite.)
6. 1 Standard UN-FRACTAL. (If this is rolled twice, upgrade the existing Standard to an Elite.)

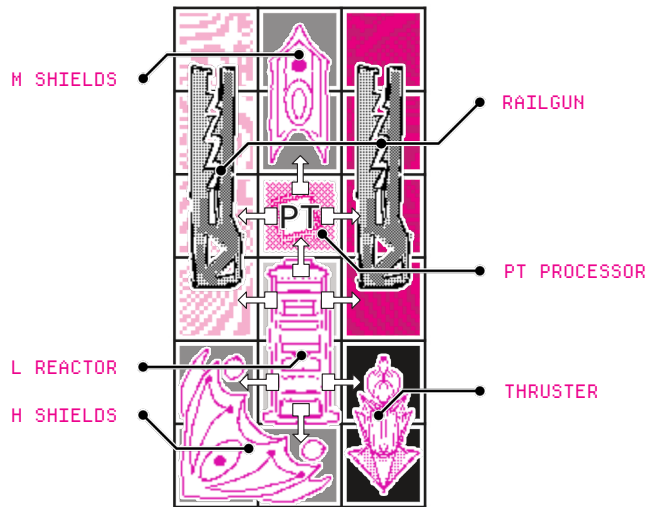
INFINITY Lamplighters:

For every odd hostile, roll on the below table. For every even hostile, upgrade the Standard hostile last rolled to Elite.

- 1-2. 1 Standard MN-VECTOR.
- 3-4. 1 Standard HN-MATRIX.
- 5-6. 1 Standard UN-FRACTAL.

MN-VECTOR

A Medium//Nerve build designed to be a dedicated long range sniper. Twin railguns pierce shields and armor in between allied missile barrages.



-> **Elite:** Gain Trait: **Zeroed In**. It has 3 Threat.
Zeroed In: +1 ACC to every single-shot weapon.

RAILGUN

RNG: 4-6 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.

Single-Shot: +1 ACC. Double DMG against Shields.

Crit: Triple DMG.

PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

H SHIELDS**CPC: 12**

+/- 3 CPC if the mech is over/underpowered.

(Included above.)

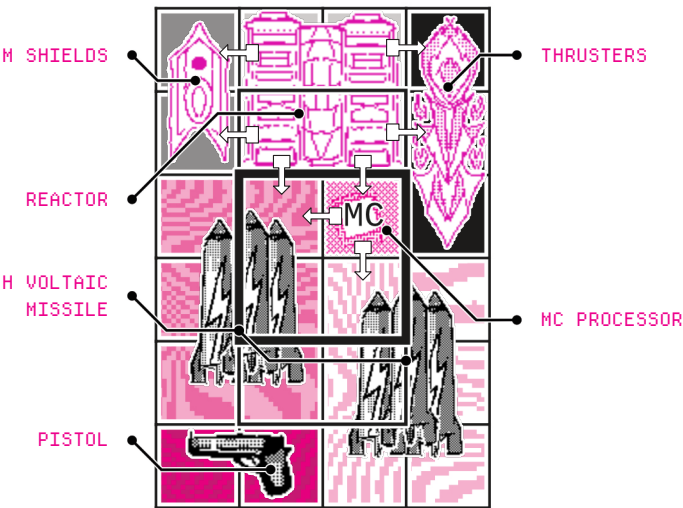
M SHIELDS**CPC: 8**

+/- 2 CPC if the mech is over/underpowered.

(Included above.)

HN-MATRIX

A Heavy//Nerve build designed to disable enemies with EMP Missile barrages. Provides dangerous accompaniment to more direct attackers.



M SHIELDS

CPC: 8

- > Elite: Gain Trait: I'm In. It has 2 Threat.

+/- 2 CPC if the mech is over/underpowered.
(Included above.)

I'm In: Add 1 to DUR.

H VOLTAIC MISSILES



QTY: 4 // DMG: 1 // DUR: 1

Electronic: Powered. Ignores Shields.
Speed: 4 towards the target.
Shock: Parts/Weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.

PISTOL



RNG: 0-2 // DMG: 1

Single-Shot: +2 ACC
Crit: Triple DMG.

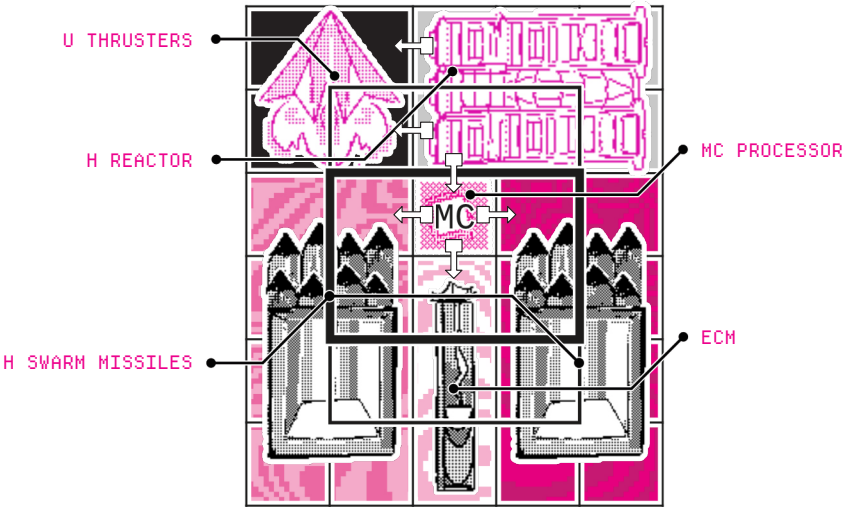
MC PROCESSOR



Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.

UN-FRACTAL

An Ultra//Nerve build designed for maximized missile output. Employs an ECM Generator to help prevent retaliation in kind.



-> **Elite:** Gain Trait: **Superior Guidance**. It has 1 Threat.

Superior Guidance: When you Direct missiles, you can Direct up to 10 instead of 8.

H SWARM MISSILES 

QTY: 8 // DMG: 3

Speed: 4 towards the target.
Crit: Hit every adjacent square for 1 DMG.



ECM GENERATOR 

RNG: 3-5 // TARGET: ZONE // DUR: 1

Electronic: Powered. Does not operate if Damaged.
ECM Cloud: -2 ACC to all in Zone, -4 for EW weaponry, until your next turn. Cloud lasts for DUR rounds and destroys all missiles.



MC PROCESSOR 

Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.



Reverie

Connection to those close to you is one of the most important intangibles in the universe. Even as the focus of the powerful turns to dead gods, they rely on allies, support staff, and teams of closely-knit underlings (and especially bonded squads of Lamplighters). Reverie is a disparate group that takes this idea to the extreme.

More so than any disparate group of people in the universe, Reverites are in constant contact with one another: every member is in some kind of contact with every other member. It's not clear if this is a result of excellent discipline in standard communication methods, sophisticated and hidden technological means, or something beyond traditional scientific understanding, but nonetheless it has been demonstrated many times that they will know very quickly what happens to each other no matter where or how it happens. Their stated goal is togetherness, and by all accounts they have somehow achieved it: no matter where you are in the vastness of space, if you are one with Reverie, you will never be alone.

Reverites have a very specific affect: a kind of chipper positivity, with specific phrases, gestures, and social cues that they all share. New initiates are approached and cherry-picked from other factions, and slowly develop the Reverie affect over time following some sort of initiation (details of which are unknown). They can be found across various home-ship berths renting out their service as very high-rent mercenaries. Their success rate is terrifyingly high, and they're very professional and quick to forgive slights: any former enemy could be an initiate in the future, after all.

There are no known ex-members of Reverie.

Items of Interest

Happy Bill - he always introduces himself as Bill, but everyone always calls him Happy Bill, and his demeanor is such that he isn't about to contest it - is a Reverie recruiter, evangelist, and spokesperson. He's been spotted on enough home-ships that it's clear he travels between them quite a bit. By some accounts, he travels too quickly and too much - of the people who care to think about it, there's some speculation as to whether there's one Happy Bill or if there are several. If there's more than one, they look very similar, they have the same far-too-chipper personality, they have the same information, and they all maintain a surprisingly detailed memory of people they've met. (For his part, Happy Bill always says he has a good memory for faces and loves to meet new people in fun new locations when questioned.)

Reverie's main ship, **HARMONY**, is very oddly laid out. The main part that anyone sees seems like a giant common area: there, new recruits are slowly brought into the fold. The prospective recruits who don't make it to becoming full members often say that it's because they notice the artifice: Reverites always watching and calibrating the crowd, proper living quarters kept out of sight, all giving a false impression that they live a joyous, unified, peaceful life. If any current Reverites noticed during their recruitment process, they're certainly not saying anything.

The **Tranquil Congregation** is a particular Spark that serves as a missionary envoy while berthed at other home-ships, where they hold Reverite services and spread their gospel. Notably, they're notorious for undercharging relative to their skills as mercenaries. Home-ships pay in other ways, though, as every contract comes with a permit to proselytize for a set period of time after the job's completion. As a result, many home-ships refuse to bargain with them in spite of the price after having lost citizens to Reverie.

Signature Feature

Reverie devotees all use a particular kind of virus probe launcher that doesn't shut down parts, but instead transmits targeting data back to the launcher. To prevent interference and hijacking, it uses a special signal that only transmits to other mechs with similar hardware installed. As such, it works best when everyone's approach is synchronized.

TRIANGULATION PROBE RNG: 3-5 // DMG: 0 // DUR: X

Electronic: Powered.

Virus: Make 4 hit rolls. Ignores shields/armor.

Triangulate: Count the number of hits. Anyone who has a Triangulation Probe treats the target's Evasion as 1 less for a DUR equal to the number of hits. Stacks once per Attack per mech with a Triangulation Probe on the battlefield.



Crit: The next attack against the target gains an ACC bonus equal to how much the target's Evasion has been effectively reduced.

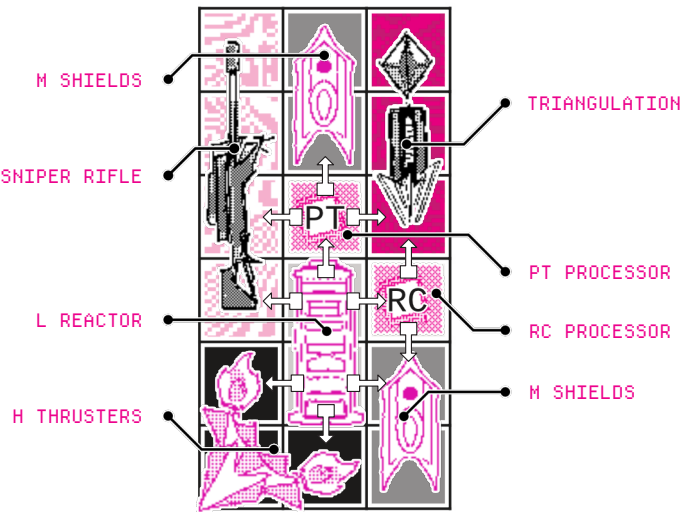
All together now.

Spark Members

- 1. 1 Standard MN-UNITY.
- 2. 1 Standard HF-HARMONY.
- 3. 1 Standard HF-HARMONY.
- 4. 1 Standard HN-AFFINITY.
- 5. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)
- 6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

MN-UNITY

Reverie’s dedicated sniper relies on its allies to harass, spot, and corral enemies.



-> **Elite:** Gain Trait: **Zeroed In**. It has 3 Threat.

M SHIELDS

CPC: 8

Zeroed In: +1 ACC to every single-shot weapon.

+/- 2 CPC if the mech is over/underpowered.
(Included above.)

SNIPER RIFLE



RNG: 4-5 // DMG: 4

Single-shot: +1 ACC, or +2 if you haven't moved yet this turn.
Crit: Triple DMG.

RC PROCESSOR



Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

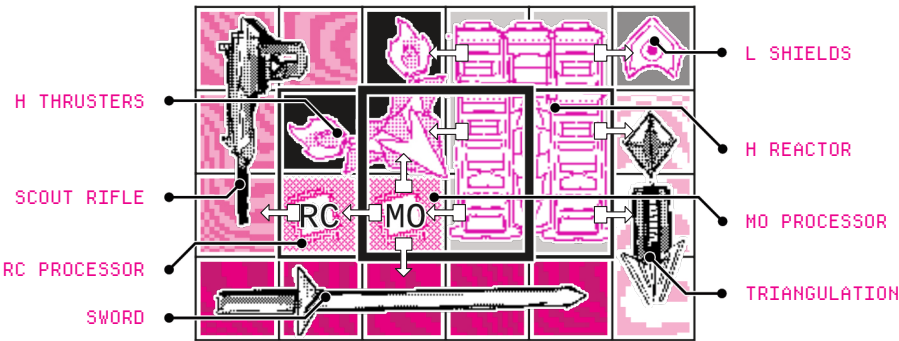
PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

HF - HARMONY

Reverie’s “signature” build, a versatile and fairly mobile setup designed to be useful in any situation. They rely on pilots’ expertise and heavy offensive capability to make up for a lack of shielding.



- > **Elite:** Gain Trait: **Demolisher**. It has 3 Threat.

Demolisher: Add +1 to the number of Full Auto hit rolls, or +2 if the weapon makes 5 or more hit rolls. Melee does +1 DMG.

L SHIELDS

CPC: 5

+/- 1 CPC if the mech is over/underpowered.

☐

SWORD

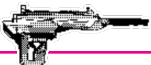


RNG: 0 // DMG: 6

Strong Melee: +2 ACC.

Crit: Triple DMG.

SCOUT RIFLE



RNG: 3-4 // DMG: 3

Full Auto: +1 ACC. Make 2 hit rolls.

Crit: +1 DMG.

MO PROCESSOR



When connected to both non-missile weapons and thrusters that count as the mech’s size or larger, before or after attacking with connected weapons, the mech may move 1 Zone.

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RC PROCESSOR



Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

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HN-AFFINITY

Reverie’s electronic warfare build is designed for situations where disabling enemies is preferable to their destruction, but it’s flexible enough to join in more traditional fights as well.

U SHIELDS

STUN BATON

H REACTOR

U THRUSTERS

L SHIELDS

PT PROCESSOR

SC PROCESSOR

TRIANGULATION

PT

SC

Elite: Gain Trait:
I’m In. It has 3
Threat.

I’m In: Add 1 to DUR.

L SHIELDS

CPC: 5

+/- 1 CPC if the
mech is over/
underpowered.

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U SHIELDS

CPC: 20

+/- 4 CPC if the
mech is over/
underpowered.

SC PROCESSOR

Connected shield generators also cover adjacent
diagonals in addition to adjacent orthogonal spaces.

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PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1
to their DMG before multiplying. Connected non-
missile Explosive and Shock Weapons gain +1 ACC.

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STUN BATON

RNG: 0 // DMG: 2 // DUR: 1

Electronic: Powered. Ignores shields.

Strong Melee: +1 ACC.

Shock: Parts or weapons hit are Disabled for
DUR rounds.

Crit: Parts adjacent to the hit location are
Disabled for DUR rounds.

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Sons of Spiros

A team of home-ship salvagers working to harvest a Titan got into its heart and heard whispers from something beyond their reckoning. Under their leader, Spiros Papadopoulos, they defected and formed themselves into an odd militia that established and claimed the heart as a colony.

They were thrust away from their communion with the beyond by some home-ship: it's unclear as to whether the attackers destroyed, harvested, or co-opted the heart, but they certainly no longer live there. Since then, they have been drifting from home-ship to home-ship and taking contracts as a mercenary collective. Odd beliefs aside, their skills at long-range combat are notable, and given their situation, their rates are often very reasonable if the home-ship is willing to put up room, board, and hangar space.

By all accounts they are still constantly looking for somewhere permanent to live, claiming derelict stations and abandoned outposts for as long as they can hold them: they especially seek to situate themselves in another Titan and re-establish their former communion. Any information in that regard will frequently lead them to undertake jobs on their own, and providing them a good lead is a great way to make friends with them.

Items of Interest

Spiros Papadopolous was by all accounts a force of personality. Fervent enough in his beliefs to abandon his fairly-comfortable life to live in a Titan, and persuasive enough to convince a relatively comfortable salvage crew to follow him. While the Sons have been able to stay together in his absence, it's never been quite the same, and there's a lot less talk about destiny or commands from the Titans.

The Sons had briefly taken up residence in the **Typhon Belt**, a collection of asteroids orbiting Typhon. They had established a base in one of the bigger asteroids and had started to build up a collection of stolen Titan materials. A mining expedition by a home-ship fleet ended their plans: fearing for their operations, they hired Lamp-lighters to crack the asteroid to make it uninhabitable, putting the Sons on the run once again.

Not much is known about the sons' new leader, **Orfeas**. Some rumors put him as the only biological son of Spiros or the loudest true believer, but others put him as simply the most competent or senior Son of Spiros left after they left the heart. In any case, he seems to have successfully rallied them and prevented them from scattering to join Scavenger crews - and regardless of if he's a true believer, a seeker of power, or someone who needs to keep his people happy, he seems to still prioritize securing Titan material when he can.

Signature Feature

The Sons have designed a heavy anti-materiel rifle, with very high power but a strong kick, to deal with threats from afar. Allegedly it was in development while they were in their former home: the original intent was to employ fibers from the Titan's heart to reduce the recoil. They were forced to use a variant of that design without that mitigating factor, but it's nonetheless very effective

TITANIC RIFLE



RNG: 4-6 // DMG: 6

Single-Shot: -1 ACC, or +1 ACC if you haven't moved yet this turn. -2 ACC if Damaged.

Anti-materiel: At range 4, +1 DMG and deals double DMG to shields.

Brace: If you haven't yet acted this turn, you may use another action while Attacking to gain +1 ACC and activate Anti-materiel at any range.

Crit: Triple DMG.



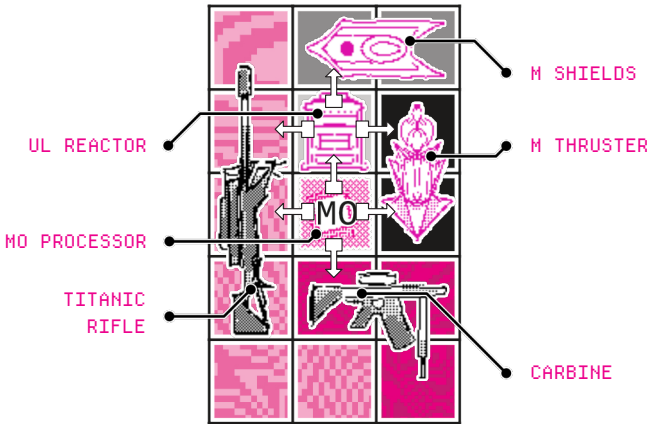
Sometimes you just need an even bigger bullet.

Spark Members

1. 1 Standard LN-VIVAX.
2. 1 Standard LN-VIVAX.
3. 1 Standard MN-TREMATODE.
4. 1 Standard MN-TREMATODE.
5. 1 Standard UF-CRUZI. If there is still at least one Hostile left to roll after this, skip that roll and make this an Elite UF-CRUZI instead.
6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

LN-VIVAX

The Sons’ light build is intended to flank larger targets to ensure something is always in range and be aggressive towards smaller targets to prevent them from harassing its larger allies and create opportunities for devastating shots.



- > **Elite:** Gain Trait: **In Sync**. It has 4 Threat.

In Sync: Increase the maximum range of all ranged weapons adjacent to a Processor by 1.

M SHIELDSCPC: 8

+/- 2 CPC if the mech is over/underpowered.
(Included above.)

MO PROCESSOR



When connected to both non-missile weapons and thrusters that count as the mech’s size or larger, before or after attacking with connected weapons, the mech may move 1 Zone.



CARBINE



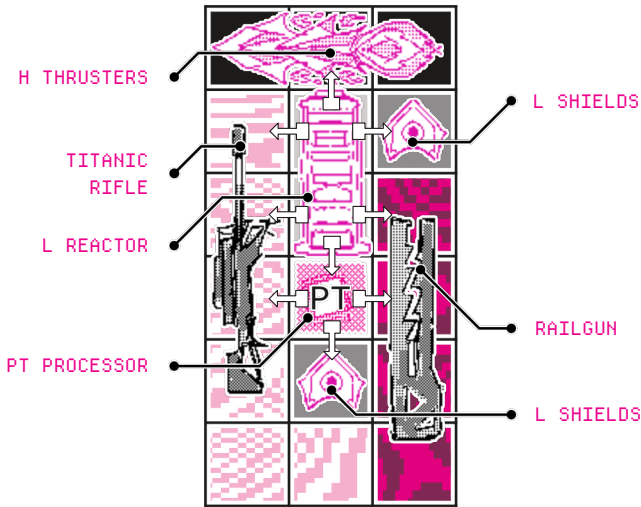
RNG: 1-2 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.



MN-TREMATODE

The Sons' medium build is first and foremost designed to be a dedicated long-range offensive powerhouse.



- > **Elite:** Gain Trait: **Zeroed In.** It has 3 Threat.

Zeroed In: +1 ACC to every single-shot weapon.

L SHIELDS**CPC: 4**

+/- 1 CPC if the mech is over/underpowered.
(Included above.)

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RAILGUN

RNG: 4-6 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Triple DMG.

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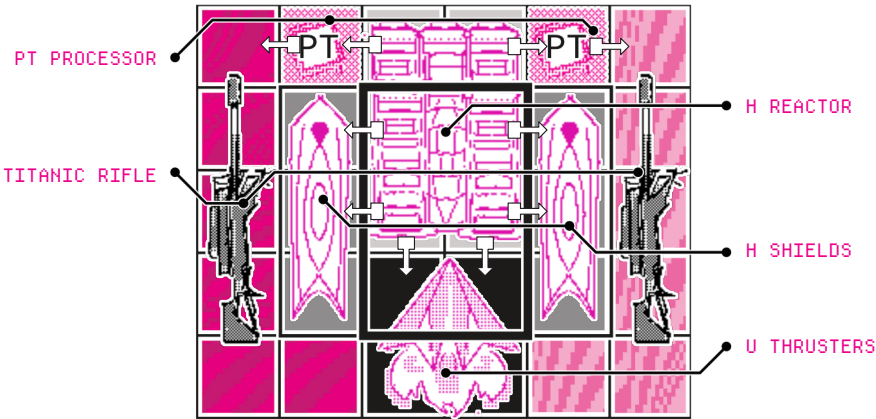
PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

☐

UF - CRUZI

Spiros' personal build has been adopted by some of the more senior Sons. It's both highly defensive and extremely dangerous at long range, leading the Sons to frequently use a Lamplighter with one as bait for close-range attackers.



- > **Elite:** Gain Trait: **Stable Fire Platform**. It has 3 Threat.

Stable Fire Platform:

Add +1 ACC to Single-Shot, Full Auto, Explosive, and Melee attacks at the end of every turn. Reset this bonus if you gain evasion. If you don't move, all armor absorbs 1 extra DMG until your next turn.

H SHIELDS**CPC: 12**

+/- 3 CPC if the mech is over/underpowered.
(Included above.)

PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

Fleet of United Ships

Many of the less well-equipped home-ships quickly realized that they'd be swallowed up by larger, better equipped, and more militaristic home-ships, especially as the second generation progressed. Some of them allied with those bigger ships and got swallowed up on their own terms. Others tried to go against the tide and were crushed for their efforts. One group of more technically-minded home-ships relied on each other when times were lean: as the fleet grew, so too did their repertoire and power.

The Fleet is ten Home-Ships strong, all of them smaller and more limited than typical home-ships. They typically travel together as if they were a single ship - each ship in the fleet has been specialized to properly serve the others, so one can't be separated long unless supported in some other way - and most of their Lamplighters have to serve double duty in repair or construction as a result.

Living with the fleet isn't as comfortable as life on the more luxurious, larger ships: they are very reliant on outside resources and their less-appointed home-ships can be prone to breaking down, so their situation fluctuates. Sometimes they're comfortable enough to mostly stick to salvage or mining operations, but in leaner times, they resort to piracy, raids on outposts, and directly interfering with other home-ship operations.

Items of Interest

HAVEN is the home-ship dedicated almost exclusively to living quarters. Citizens of the Fleet are shuttled between HAVEN and the other ships in the fleet as shifts begin and end. It's where most visitors go to visit, and rightfully so: a dedicated area for living is striking compared to most home-ships. It unfortunately comes at the price of the home-ship fleet having to stay together at all times.

VANGUARD is the lead ship of the Fleet: the largest ship serves as their flagship. Diplomatic visitors are ushered there instead of HAVEN. The majority of the Fleet's command structure lives there, but at least a few always swap between ships for fear of getting fully decapitated by a sudden attack. That said, it's not terribly likely that would happen: VANGUARD is the best-defended ship in the fleet, with a garrison of several otherwise-off-duty Sparks at the ready at any time.

SKUNKWORKS is the manufacturing ship of the Fleet. It's basically been fully dedicated to factory operation. Only a few people permanently live there and those resident engineers are regularly swapped out due to the unpleasantness of being there. There's one deck of it, however, that nobody except a couple of the Fleet's most trusted people can access: speculation about the prospect of a secret R&D department or hidden Titan research abounds.

Signature Feature

A piece of industrial drilling equipment that uses extremely high heat instead of a physical drill. Developed by one of the Fleet’s prospecting ships to melt rock found itself quickly repurposed and retooled for military use.

THERMAL BORE



RNG: 0 // DMG: 6

Strong Melee: +1 ACC.

Superheated: Damage from this ignores and destroys armor on a hit against an armored square. 2 DMG on a miss.

Crit: Double DMG to the main square and 1 DMG to all adjacent squares

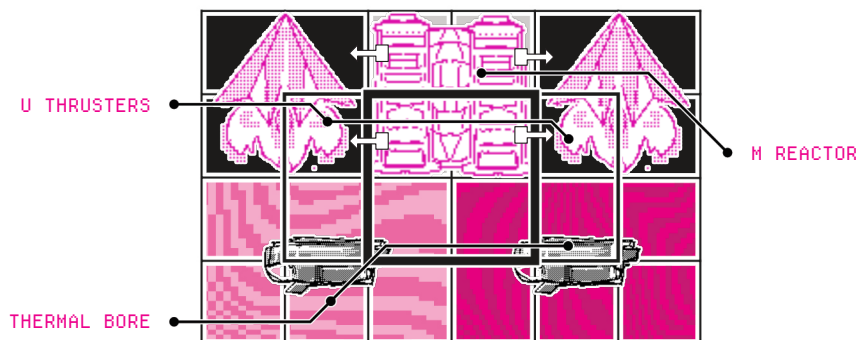
Melts on their mech, not in your hand.

Spark Members

- 1-2. 1 Standard HF-DRILLER.
- 3-4. 1 Standard HN-SURVEYOR.
- 5. 1 Standard UF-DEMOLISHER.
- 6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

HF-DRILLER

A prospecting rig, generally used to bore through, loosen, and haul large quantities of rock for processing at the home-ship. When not overburdened with containers for carrying ore, it makes good use of its overpowered thrusters.

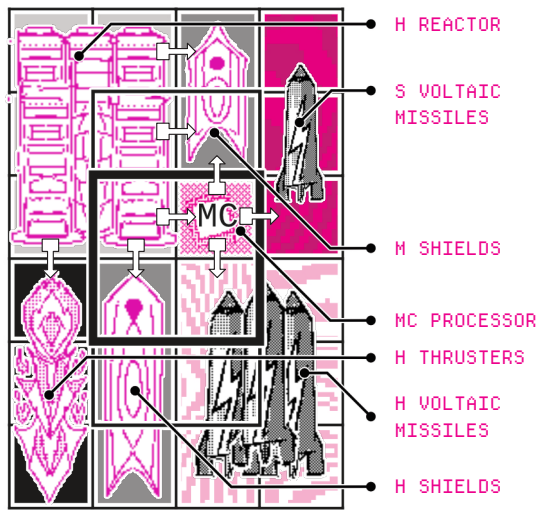


- > **Elite:** Gain Trait: **Demolisher**. It has 3 Threat.

Demolisher: Add +1 to the number of Full Auto hit rolls, or +2 if the weapon makes 5 or more hit rolls. Melee does +1 DMG.

HN-SURVEYOR

A mech with designed for handling sophisticated surveying equipment. When tasked for battle, it substitutes its surveying equipment with heavy shielding and batteries of voltaic missiles.



- > **Elite:** Gain Trait:
I'm In. It has 3
Threat.
I'm In: Add 1 to DUR.

M SHIELDS **CPC: 10**

+/- 2 CPC if the mech is over/underpowered.

H SHIELDS **CPC: 15**

+/- 3 CPC if the mech is over/underpowered.

S VOLTAIC MISSILES  **QTY: 3 // DMG: 1 // DUR: 1**

Electronic: Powered. Ignores Shields.
Speed: 4 towards the target.
Shock: Parts/Weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.

H VOLTAIC MISSILES  **QTY: 4 // DMG: 1 // DUR: 1**

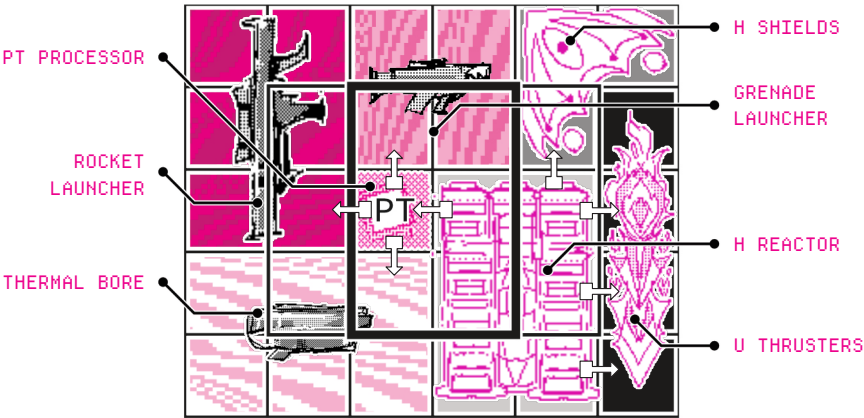
Electronic: Powered. Ignores Shields.
Speed: 4 towards the target.
Shock: Parts/Weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.

MC PROCESSOR 

Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.

UF-DEMOLISHER

An enormous mech designed for demolition work. In combat, it uses its explosives to deadly effect.



- > **Elite:** Gain Trait: **Stable Fire Platform**. It has 3 Threat.

H SHIELDS

CPC: 12

+/- 3 CPC if the mech is over/underpowered.
(Included above.)



Stable Fire Platform: Add +1 ACC to Single-Shot, Full Auto, Explosive, and Melee attacks at the end of every turn. Reset this bonus if you gain evasion. If you don't move, all armor absorbs 1 extra DMG until your next turn.

GRENADE LAUNCHER



RNG: 2-3 // DMG: 3

Explosive: -2 ACC. Hit adjacent squares for 1 DMG on a hit or miss. Deal 1 DMG on a miss that hits no adjacent squares.

Splash: 1 DMG to others in the target's Zone.
Crit: +1 DMG to all squares hit.



ROCKET LAUNCHER



RNG: 3-5 // DMG: 4

Explosive: -1 ACC. Hit adjacent squares for 1 DMG on a hit.

Crit: +1 DMG to all squares hit.



PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.



Neon Witch Network

Very few people took the existence of gigantic dead bodies in space in stride. As such, all sorts of symbolism was assigned to the Titans and their remains once they were discovered. Many took to extreme tactics to obtain what they imagined to be the remains of gods.

The Neon Witch Network has been called by many names over the years: among them, the Witch's Network, Coven Hotline, Geist Syndicate, and many more colorful local variations. They are absolutely dedicated to obtaining both Titan-based equipment and very specific pieces of intact Titan materiel: bone, flesh, and to the consternation of many who wonder what they need or use them for, sometimes very specific kinds of organs or certain intact bones. They have a very decentralized "coven"-like structure with a prominent Witch - typically an experienced Lamplighter - running a specialized, semi-independent team for intelligence gathering, performing or soliciting mercenary work, or investigating leads on Titan relics. Sometimes this involves hiding or disguising themselves as parts of other factions, up to the point where sometimes a small home-ship in a larger fleet will be fully, covertly subverted right under a faction's nose.

The Network typically fields lighter or medium mechs: as they rarely have access to their own hangars for repair, they emphasize speed and evasion over endurance when they need to take the field. When they choose to field heavier mechs, it's usually only when something's very serious or they have enough resources in the area to account for it.

Items of Interest

Everyone in the Network kicks their proceeds and findings up to the self-styled, flamboyant **Neon Witch Nynaeve**, one of the few very public members of the Network and the main reason anyone knows they are a coherent whole. Her location is one of the few fully Network-controlled areas, and it is a heavily guarded secret: some say that she performs her rituals in the skull of a dead titan, but given her proclivity to obscure the truth of a matter through grand gestures, it's just as likely that she is in an anonymous home-ship that's escaped notice through obscurity.

Prior to being more public with their existence, the network was known as the **Geist Syndicate**. This wasn't a name they gave themselves, but a name designated to them by a home-ship's intelligence team investigating them that stuck when their report was anonymized and released for fair warning to others. The investigation had started due to several incidents surrounding one home-ship where operatives would intercept Lamplighters on Titan-related missions and then vanish. The extent to which the entire home-ship was compromised was unknown.

Grimhildr was a Witch guiding a coven operating as a set of hangar mechanics in INFINITY I's massive hangar. Her coven single-handedly set INFINITY's titan harvesting program back a generation by orchestrating a massive heist to steal their relics and wipe their data, though she was caught making sure the rest of her coven escaped. The subsequent jailbreak that freed her and caused grievous damage to INFINITY III in the process is what put the Network on factions' radar. It's said that Nynaeve herself led the raid, but aside from what onlookers have found out and the clear nature of the holes that were blown into its hull, INFINITY has kept details of the attack strictly confidential.

Signature Feature

The Neon Witch Network’s weapon of choice is a short-range, high-laten-
cy beam emitter with its tip styled in the shape of a knife. Often
the use of this weapon can be the only indication of their presence if
a coven is trying to stay under the radar.

ATHAME



RNG: 1-2 // DMG: 2

Electronic: Powered.

Energy: +2 ACC. Half DMG vs Shields. Ignores Armor.

Beam: Make 2 hit rolls, where the first is the “ori-
gin” and the second is the “direction”. (Reroll
if the same.) Draw a line between the two. This
hits the “origin” square and the next two squares
that the line goes through.

Crit: Double DMG.

If there isn’t an opening, make one.

Spark Members

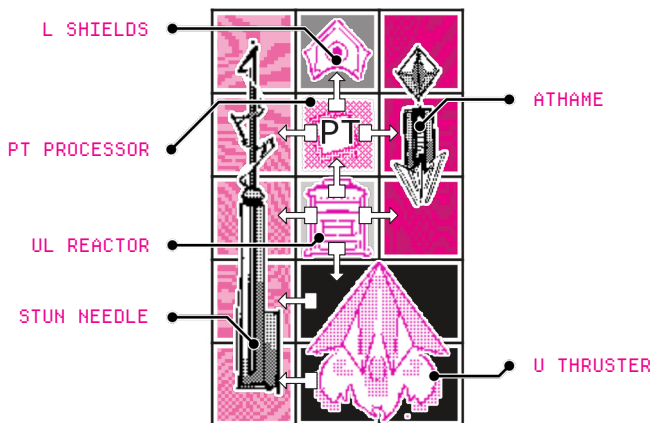
For the first two hostiles, roll one Witch from the below table.

- 1-2. 1 Elite LN-MORGANNA.
- 3-5. 1 Elite MF-HEKATE.
6. 1 Elite MN-CIRCE.

For every other hostile, roll as per General Lamplighter Spark Members
(p.29).

LN-MORGANNA

The Network's lightest Build is designed to contest long and short ranges by disabling key parts from afar, then heading in to deal significant damage.



-> **Elite:** Gain Trait: **In Sync**. It has 4 Threat.

In Sync: Increase the maximum range of all ranged weapons adjacent to a Processor by 1.

L SHIELDS

CPC: 4

+/- 1 CPC if the
mech is over/
underpowered.
(Included above.)

STUN NEEDLE LAUNCHER



RNG: 4-5 // DMG: 1 // DUR: 1

Electronic: Powered. Ignores shields. 2x penalties for being Damaged.

Shock: +2 ACC. Parts or weapons hit are Disabled for DUR rounds.

Crit: Parts adjacent to the hit location are Disabled for DUR rounds.

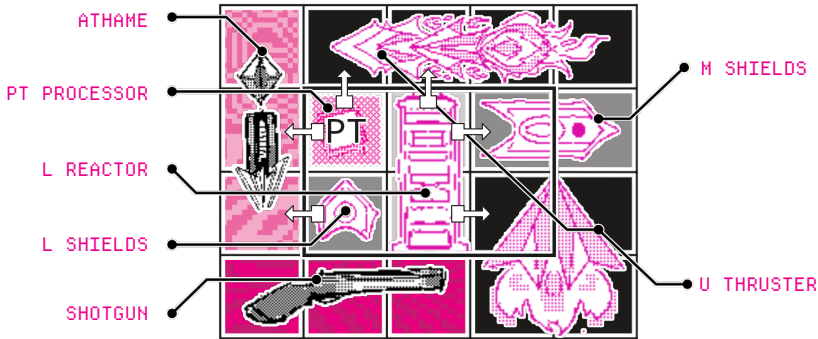
PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

MF-HEKATE

The most commonly seen Network Build due to its relative reliability relative to size. It's very short-range focused, using its Shotgun to neutralize shields before sweeping targets with its Athame.



- > **Elite:** It has 3 Threat.

M SHIELDS

CPC: 8

+/- 2 CPC if the mech is over/underpowered.
(Included above.)



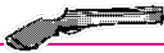
L SHIELDS

CPC: 4

+/- 1 CPC if the mech is over/underpowered.
(Included above.)



SHOTGUN



RNG: 0-2 // DMG: 5

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.



Crit: Hit every adjacent square for 1 DMG.

PT PROCESSOR

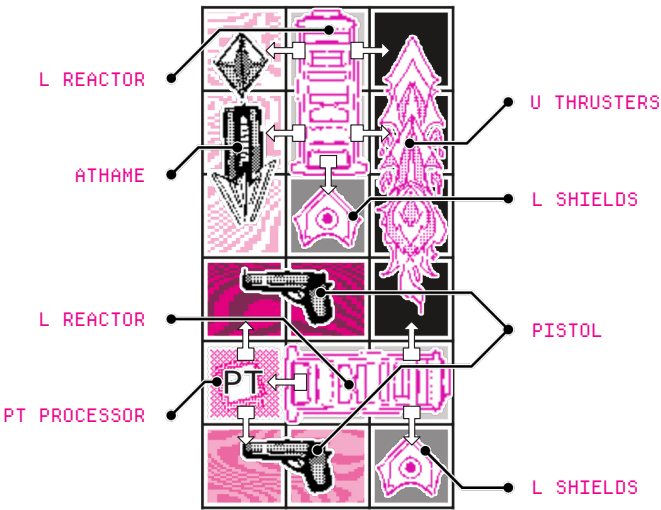


Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.



MN-CIRCE

A fragile medium Build designed around the concept of hitting precise targets at short range. Usually only used by seasoned Witches.



- > **Elite:** Gain Trait:
Zeroed In. It has 3
Threat.

Zeroed In: +1 ACC to
every single-shot
weapon.

L SHIELDSCPC: 4

+/- 1 CPC if the
mech is over/
underpowered.

(Included above.)

PISTOLRNG: 0-2 // DMG: 1

Single-Shot: +2 ACC

Crit: Triple DMG.

PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1
to their DMG before multiplying. Connected non-
missile Explosive and Shock Weapons gain +1 ACC.

The Circle of Leviathan

Humanity in the fifth generation of its diaspora is a distinctly distributed prospect. Understandably, all of this ties back to the events of the Calamity and its status before. Information going that far back is spotty, but it's taken as understood that the status of humanity prior to it was better than the current situation. Therefore, it logically follows that great pains should be taken to steer humanity back towards that level of civilization, whatever it may be, for its own good.

Or that's what the Circle of Leviathan thinks, anyway. The Circle is a mostly-secret alliance of home-ship captains between different fleets, who all believe in the need for a guiding hand to re-establish humanity as a dominant, unified force (and that they can be that guiding hand, naturally). Most of them are nominally parts of other major fleets that hold split loyalties: they all strive to be in positions to steer major factions towards accomplishing specific goals, with the end of consolidation of all home-ships under their control. In some cases it's known that they believe this, but that it's not important: in other cases, it's not known. Among those who know the Circle exists and know the extent of their influence, it's known that they have proxies, puppets, and infiltrators both in their captains' fleets and in other fleets. Some

The Circle's Sparks usually operate in the guise of their apparent faction, only revealing their true priorities in emergencies or when irresistible opportunities present themselves. Even then, actions that conflict with factional actions are played off as mistakes or concealed. To those who know what's what, it's clear that their Lamp-lighters include some of the finest, most ruthless, and most dedicated pilots around: they're all true believers in their organization's mission and would absolutely die for it, if necessary.

Items of Interest

Capitain Aldo Titus is why anyone knows anything about the Circle. The former captain of the RELIANT had talked to several other home-ships about trying to get out and negotiating terms when he suddenly vanished without a hint from security systems as to where he went. His replacement on the RELIANT smoothly took control afterwards, but it's not clear to those in the know if she is on the Circle's take.

Leviathan allegedly caused the **Okeanos Conflict**. As it's known generally, a shared agreement among five smaller home-ships around the water-heavy planet Okeanos erupted into chaos when a conflict between them led to a larger home-ship fleet siding with one of them. As the conspiracy theorists tell it, three of the home-ships were provoked into getting greedy by compromised officers as a way to ensure that the larger fleet would be invited by one of them to eventually take total control and break up the truce.

Some of the alleged Circle documents passed around conspiracy circles obliquely reference a project with the codename **Usurper**. It's not clear exactly, but in context it seems to be located in an undisclosed, remote shipyard. Reports vary as to whether this is the next generation of processors, even more capable of disguising the Circle's intentions when acting, or something even more dire.

Signature Feature

Owing to their need for secrecy, the Circle has redirected R&D resources from several fleets to create a very subtle processor. This helps their Lamplighters maintain the outward appearance of compliance with fleet norms while maintaining custom loadouts.

MF (MIRAGE FIELD) PROCESSOR



Connected weapons and shield generators start combat **concealed**. The first time anything concealed would be used or hit, it loses concealment and:

- If used to Attack, it gains your choice of +1 DMG or +1 ACC this turn.
- If used to Deploy, you may immediately Direct it this turn as if it had been Deployed last round.
- If it's a shield generator (or if it's a shield generator that's covering a hit area, concealed or otherwise), it doesn't lose CPC from the hit.



Cloaking engaged.

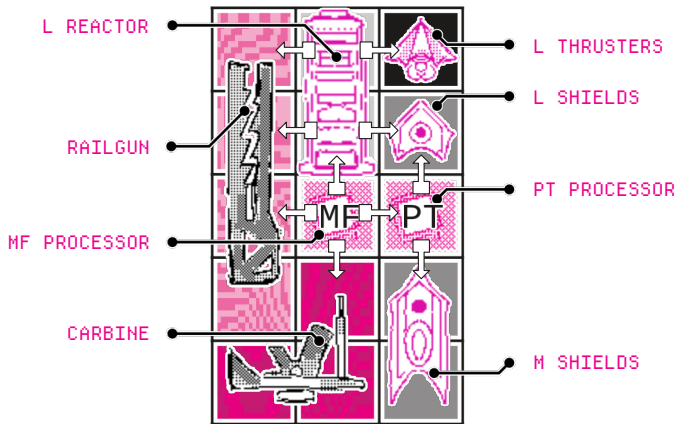
Spark Members

For every odd hostile, roll on the below table. For every even hostile, upgrade the Standard hostile last rolled to Elite.

- 1-2. 1 Standard LN-EARL.
- 3. 1 Standard MF-DUKE.
- 4. 1 Standard MN-BARON.
- 5. 1 Standard HF-CARNAGE or HN-GRIDLOCK.
- 6. 1 Standard UF-CASTLE or UN-BLITZ

LN-EARL

A Build designed to disguise itself as an LN-VIGIL. While undercover, it relies on its carbine to keep up appearances: when the time is right, it reveals its long-range prowess.



-> **Elite:** Gain Trait: **In Sync**. It has 4 Threat.

In Sync: Increase the maximum range of all ranged weapons adjacent to a Processor by 1.

M SHIELDS

CPC: 10

+/- 2 CPC if the mech is over/underpowered.

L SHIELDS

CPC: 5

+/- 1 CPC if the mech is over/underpowered.

RAILGUN



RNG: 4-6 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Triple DMG.

CARBINE



RNG: 1-2 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.

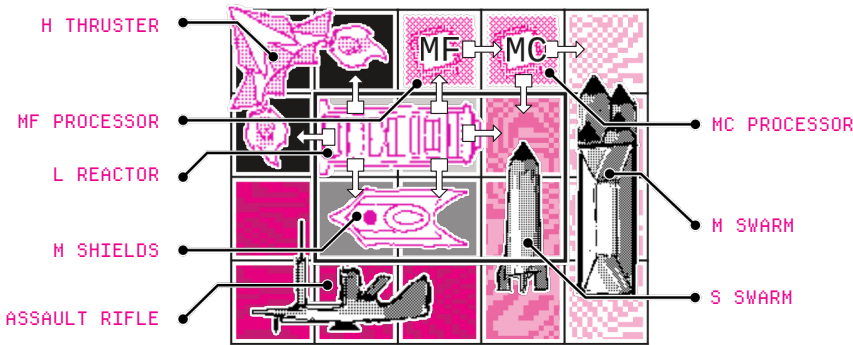
PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

MF-DUKE

A Build designed to disguise itself as a MF-BANDIT. While undercover, it relies on its assault rifle to keep up appearances: when the time is right, it can release a devastating missile barrage.



- > **Standard:** Ignore the Armor.
- > **Elite:** It has 3 Threat.

M SHIELDS CPC: 8

+/- 2 CPC if the mech is over/underpowered.
(Included above.)



S SWARM MISSILES



QTY: 6 // DMG: 3

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.



M SWARM MISSILES



QTY: 6 // DMG: 3

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.



ASSAULT RIFLE



RNG: 2-3 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.



MC PROCESSOR

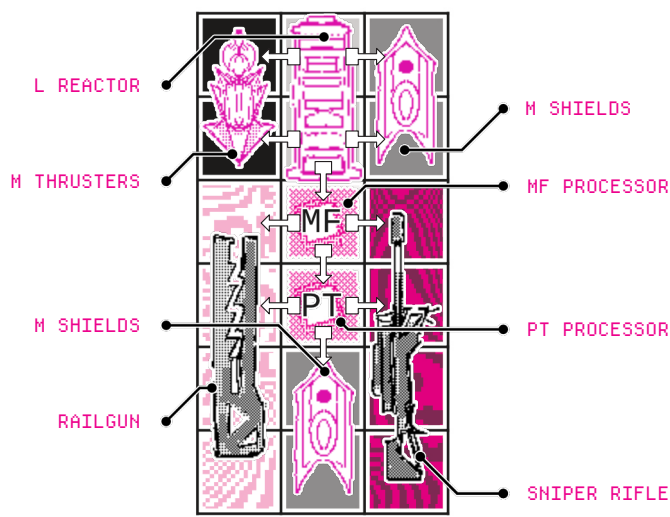


Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.



MN-BARON

A Build designed to disguise itself as a MN-FORTUNE. While undercover, it relies on its railgun to keep up appearances: when the time is right, it shows its true proficiency at long range.



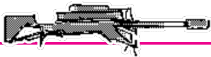
-> **Elite:** Gain Trait:
Zeroed In. It has 3
Threat.

Zeroed In: +1 ACC to
every single-shot
weapon.

M SHIELDSCPC: 8

+/- 2 CPC if the
mech is over/
underpowered.

(Included above.)

SNIPER RIFLERNG: 4-5 // DMG: 4

Single-shot: +1 ACC, or +2 if you haven't moved yet
this turn.

Crit: Triple DMG.

RAILGUNRNG: 4-6 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.

Single-Shot: +1 ACC. Double DMG against Shields.

Crit: Triple DMG.

PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1
to their DMG before multiplying. Connected non-
missile Explosive and Shock Weapons gain +1 ACC.

The Society of Record

Throughout turbulent times in history, society has often struggled to keep a clear record of events. The past five generations have largely been one extended turbulent time, making the events murky to everyone, but one group has tried to keep a clear head as the years roll onward.

The Society of Record started as a small enclave of journalists in the first generation, but has since spread between multiple home-ships to ensure better coverage. They do their best to track humanity's progress, for better and for worse, its triumphs and foibles, and any information they can find about the Titans. All information is provided freely and beamed across multiple public feeds.

Unfortunately, not everyone agrees with the value of free information, and as much as the Society tries to stay neutral, they tend to draw the ire of larger home-ships and factions who have more vested interest in secrecy. As such, the Society has acquired the skills of like-minded Lamplighters to defend information-gathering efforts, collect secured data, and provide distractions for investigators to enter areas secretly.

Items of Interest

Ethan Ramirez is one of the Society's better field reporters. He was initially hired for his piloting expertise - his skill with a LF-THORN, and later the Society's LF-ANISOPTERA, is considerable - but he developed a knack not only for piloting but for getting information through personal relationships and trickery. Several of the bigger home-ships have "do not allow to eject" orders for engaging him, but so far he's always gotten away.

The Hecatoncheires Incident was a major conspiracy blown open by the Society. Months of dedicated reporting led to a highly detailed story about a joint project between several larger factions to create some kind of terrifyingly powerful and huge weapons platform incorporating the many eyes of a Titan. Not long after the story broke, the project's staging ground was repeatedly raided and the alliance dissolved following its destruction.

Astra was one of the reporters surreptitiously looking into reports of some kind of conspiracy between several home-ship captains of various factions to steer events. By all accounts, they were on the verge of a breakthrough in the story when they vanished without any trace. Those who work for the Society are unfortunately forced to understand and acknowledge the risks associated with poking into the affairs of those with the ability to do something about it.

Signature Feature

The Society has a vested interest in doing as little permanent harm as possible to avoid potential record or sensor loss, especially when attacking emplacements. To that end, they've come up with an augmented Precision Targeting processor that makes linked weapons intentionally avoid component destruction. Attached weapons aim to cause hull breaches and force ejections rather than destroy the mech piece by piece.

HT (HULL TARGETING) PROCESSOR

Connected Melee, Single-Shot and Full Auto weapons deal +1 DMG if they do not hit a shield but do not damage parts, only subtract HP.

☐

Keep things intact.

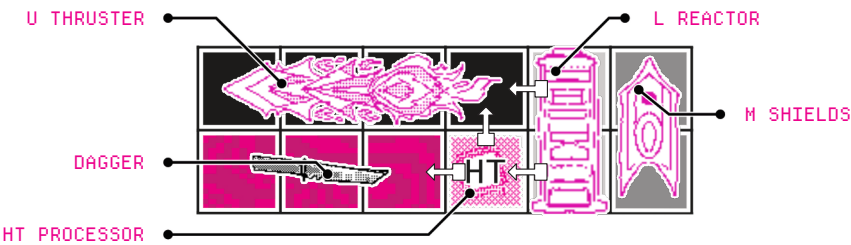
Spark Members

For every hostile, roll on the below table.

- 1. 1 Standard LF-ANISOPTERA.
- 2-3. 1 Standard MF-AQUILA.
- 4. 1 Standard HF-ANURA.
- 5. 1 Standard UF-CASTLE or UN-BLITZ
- 6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

LF-ANISOPTERA

A light Society build, built to be fast enough to get in and out of hot zones easily and designed be able to wear down enemies of any size when it can't escape.



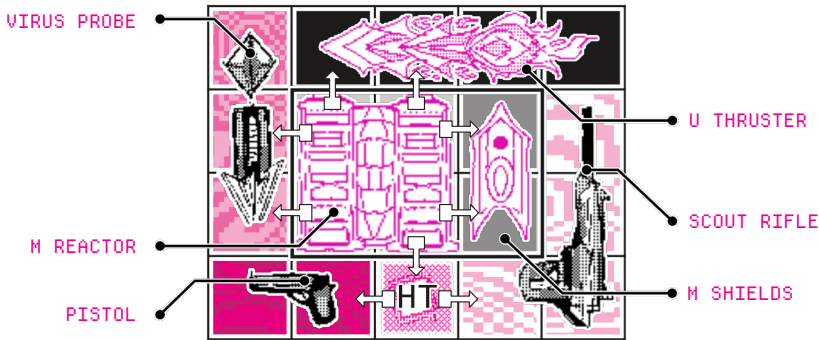
-> **Elite**: Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

M SHIELDS		CPC: 10
+/- 2 CPC if the mech is over/underpowered.		
DAGGER		RNG: 0 // DMG: 3
Fast Melee: Make 3 hit rolls. Crit: +1 DMG.		

MF-AQUILA

A medium Society build for situations where escape is unlikely. Designed to provide support across multiple ranges and create opportunities for more grievous hits.



- > **Standard:** Ignore the Armor.
- > **Elite:** It has 3 Threat.

M SHIELDS

CPC: 10

+/- 2 CPC if the mech is over/underpowered.

VIRUS PROBE



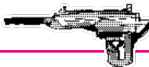
RNG: 2-3 // DMG: 0 // DUR: 1

Electronic: Powered.

Virus: Make 2 hit rolls. Ignores armor/shields. Parts or weapons hit are Disabled for DUR rounds.

Crit: Pick a part/weapon to Disable for DUR rounds.

SCOUT RIFLE



RNG: 3-4 // DMG: 3

Full Auto: +1 ACC. Make 2 hit rolls.

Crit: +1 DMG.

PISTOL



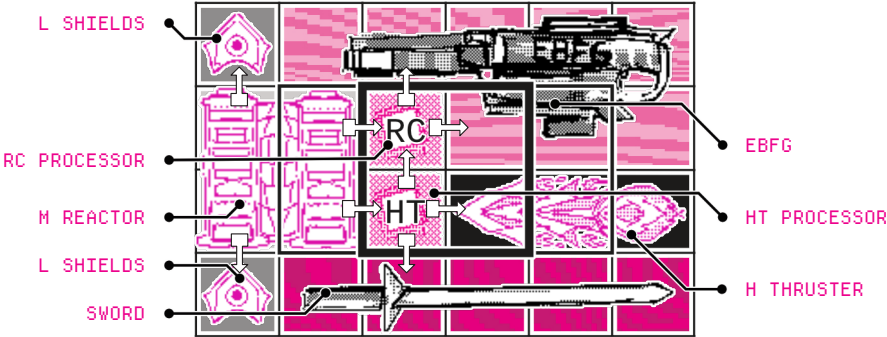
RNG: 0-2 // DMG: 1

Single-Shot: +2 ACC

Crit: Triple DMG.

HF-ANURĀ

The heaviest Society build, designed to stop conflict before it starts in areas where going hot is all but guaranteed.



- > **Elite:** Gain Trait: **Demolisher**. It has 3 Threat.

Demolisher: Add +1 to the number of Full Auto hit rolls, or +2 if the weapon makes 5 or more hit rolls. Melee does +1 DMG.

L SHIELDS

CPC: 4

+/- 1 CPC if the mech is over/underpowered.
(Included above.)

☐

SWORD



RNG: 0 // DMG: 6

Strong Melee: +2 ACC.

Crit: Triple DMG.

☐☐☐☐

EVEN BIGGER
FUCKING GUN



RNG: 2-3 // DMG: 3

Full Auto: -3 ACC if Ultra, -5 if Heavy, -10 if Medium or Light). Make 6 hit rolls.

Crit: +1 DMG.

☐☐☐☐☐☐

RC PROCESSOR



Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

☐

RECURSION

The past repeats itself, so they say. But that's not literal, usually, nor is it considered a good thing. The home-ship RECURSION disagrees with both of those notions.

RECURSION has fully internalized the idea that only by learning from those who came before can true wisdom be achieved. To that end, all of their citizens are highly surveilled, some to the level of tracking brain patterns: when they pass away, they are automatically processed and converted into an AI-like personality profile. People in more sensitive roles are then exposed to a personality of someone else who had the role at all times via implants: over time, some become more like their implanted personality as a result. This is increasingly unsustainable over time, as more of these take up higher and higher amounts of power and memory and processing, but that hasn't stopped RECURSION in the slightest: it only encourages them to seek more to continue the process.

RECURSION's Lamplighters are notoriously skilled. Each of their mechs has been maintained from the earliest days and holds the memory of everyone else who piloted it. Even a novice pilot will quickly become an elite terror with the advice and encouragement of several of their forebears.

Items of Interest

Jebediah Thornton was the original captain of RECURSION: a true force of personality who by all accounts (especially his own) single-handedly kept the ship alive through dark times. Upon his passing, he became a major fixture of the ship's administration capabilities. Each captain since him has had his personality implanted into them, alongside those of the other previous captains: Jebediah's overbearing personality always shines through, and every captain essentially becomes him.

RECURSION always has a Lamplighter called **Twitch**. Twitch is less one personality and more a series of weird habits, strange personality quirks, and tics that accumulated from a combination of several accumulated personalities that seems to come and go. Whenever a Twitch reappears, it's a cause of celebration amongst the community: whatever their other oddities may be, Twitch is always an elite LF-ANCIENT lamplighter.

The Troika were three Lamplighters from the first recorded generation who formed a famously influential Spark. It was the Troika who set the tone for RECURSION's battle strategy: each member designed one of the Builds that RECURSION pilots still use. Every time those three pilots' memories are reincarnated into someone, RECURSION tries to recreate their chemistry together, but it can never be: one of their members always rejects part of the relationship. It can likely never be quite the same as an organic bond, but RECURSION will continue to try.

Signature Feature

RECURSION's greatest triumph has been a heavy modification to ultra thrusters to split them into several modules, each pointed in different directions: while they have a harder time with primary acceleration, their ability to trigger short bursts of speed to avoid attacks and reposition suddenly is unparalleled. RECURSION lamp-lighters often leave this unique capability in the hands of the personalities guiding their mech, trusting those who came before to keep its current pilot safe.

ULTRA BLINK THRUSTER



Blink: While you have Evasion, you may reduce it by 1 outside your turn to move 1 zone immediately. If this is in response to being attacked and it puts the attack out of range, that attack automatically misses. (Does not count as movement for the purposes of generating more Evasion.)

Slow Starter: You need to move 1 extra Zone to gain a point of Evasion.

Think fast!

Spark Members

For every odd hostile, roll on the below table. For every even hostile, upgrade the Standard hostile last rolled to Elite. If there is a Standard mech remaining after rolling, it becomes a MF-NEWBLOOD.

1. 1 Standard MF-NEWBLOOD.

2-4. 1 Standard LF-ANCIENT.

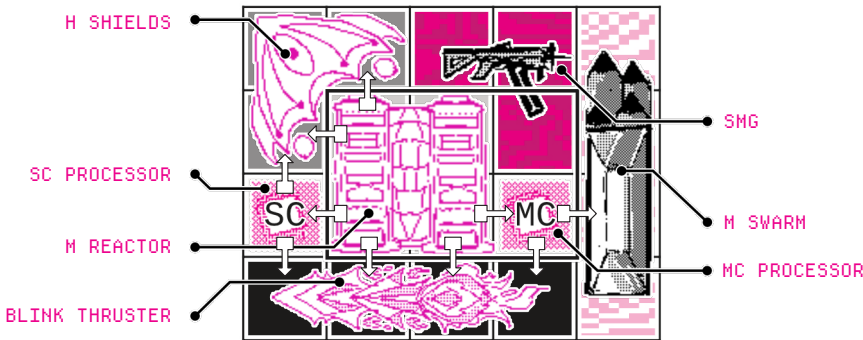
5-6. 1 Standard UN-FOREBEAR.

FACTIONS

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MF-NEWBLOOD

A well-rounded build developed over the years both for functional use serving any role and in testing new recruits' abilities. Most recruits prefer to transition to another mech once their true potential is realized, but others prefer to stay in this midrange role.



- > **Standard:** Ignore the Armor.
- > **Elite:** It has 3 Threat.

H SHIELDS

CPC: 15

+/- 3 CPC if the mech is over/underpowered.

SMG

RNG: 0-1 // DMG: 1

Full Auto: Make 5 hit rolls.
Crit: +1 DMG.

M SWARM MISSILES

QTY: 6 // DMG: 3

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.

SC PROCESSOR

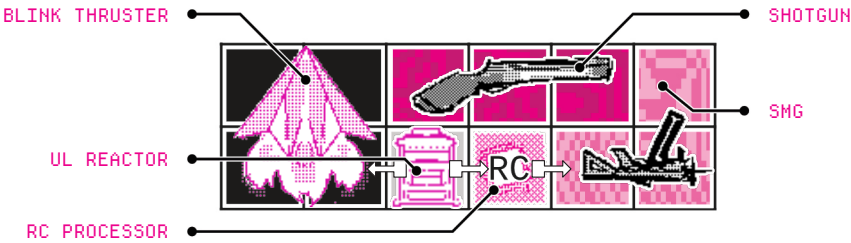
Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

MC PROCESSOR

Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.

LF-ANCIENT

A speed-oriented, close-range build for seasoned RECURSION recruits who favored speed and close combat.



- > **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

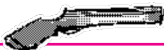
Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3. (In this case, 3 Zones instead of 4 due to Blink Thruster.)

SMG

RNG: 0-1 // DMG: 1

Full Auto: Make 5 hit rolls.
Crit: +1 DMG.



SHOTGUN

RNG: 0-2 // DMG: 5

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.
Crit: Hit every adjacent square for 1 DMG.



DAGGER

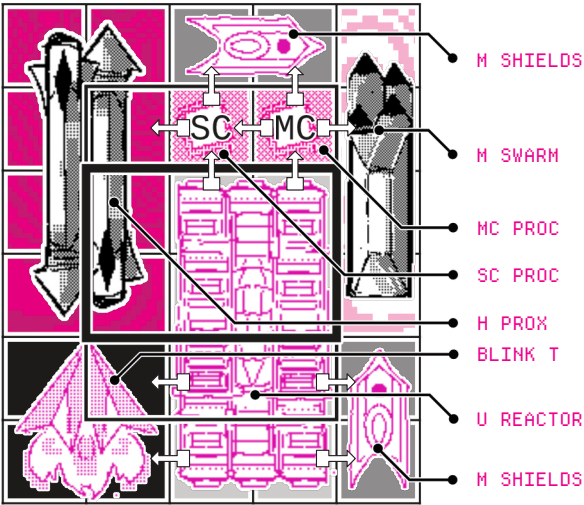
RNG: 0 // DMG: 3

Fast Melee: Make 3 hit rolls.
Crit: +1 DMG.



UN-FOREBEAR

A missile-oriented build for seasoned RECURSION recruits who favored solid defense and long-range combat.



- > **Elite:** Gain Trait: **Superior Guidance.** It has 3 Threat.

Superior Guidance: When you Direct missiles, you can Direct up to 10 instead of 8.

M SHIELDS CPC: 10



H PROXIMITY MISSILES



QTY: 4 // DMG: 3

Speed: 4 towards the target.
Proximity: 1 DMG on a miss.
Crit: Hit every adjacent square for 1 DMG.



M SWARM MISSILES



QTY: 6 // DMG: 3

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.



SC PROCESSOR



Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.



MC PROCESSOR



Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.



ScrimCon

The Scrimshander Consortium (or ScrimCon) is theoretically based out of a Home-ship, but nobody has ever seen it. People, home-ships, and factions instead know them by what they do: acquire titan bone and sell worked parts and weapons made from it.

Their parts are of excellent quality but deeply convoluted, and it's not clear what many of their elaborate techniques even do: any given lamination, staining, splitting, splintering, or carving technique could just as easily be practical as ornamental, and many home-ships have ruined parts trying to backwards engineer their parts. This is reinforced further by the degree to which they preserve trade secrets, both overtly and covertly. Deserters, defectors, and practitioners of corporate espionage alike rarely live long if their status becomes known. There's plenty of speculation as to the structure of their secretive home-ship's society, but no defector has lived long enough to say much about it: they run as tight a ship as possible.

When ScrimCon fields Sparks, they only field their best Elites in their finest creations. They rarely rely on powered weaponry or fancy processing: each Lamplighter they field is a work of art, seemingly carved from one piece of integrated bone and metal, and over-reliance on electronics would cheapen that. When you see a ScrimCon spark on the field, it's likely that a supply line is in jeopardy, a deal has gone wrong, or a threat to their vaunted secrecy is being neutralized.

Items of Interest

ScrimCon's **mech limbs** are especially esteemed. The titan bone is integrated in such a way as to look eerily similar to the muscle, ligament, and bone structure of human anatomy - a fact that disgusts some and intrigues others. They go for a lot of money as single units, and they go for even more for full matching sets.

One home-ship, **STARSTRUCK**, claimed to succeed in backwards engineering a titan-bone thruster several years ago. They broadcast their success (along with offers to sell reproduced works) for one week before going fully silent. The STARSTRUCK was found again recently, it was years later and only by accident: a scavenging effort found one identifiably large enough hull of their home-ship, with the rest apparently broken down small enough to not be noticed. If anyone from the STARSTRUCK yet lives, they understandably aren't advertising that fact.

ScrimCon's most famed elite squad is **The Scalpel**, a Spark comprised of their four most prized Lamplighters. Their pilots have been replaced over the years, posthumously and otherwise but the mechs stay the same: each made unique with outer panels carved lovingly from bone and systems kept pristine. The process to join The Scalpel is deeply secretive. Some rumors have it that each mech has a personality of its own and that ScrimCon picks their pilots according to some inscrutable measure of compatibility.

Signature Feature

ScrimCon has developed a very specific tool for harvesting titan bone: a gun that releases a series of localized vibrations to create small fractures in the bone to facilitate removing chunks of bone without damage to the surface. In contrast to their typical style, it's a tool to make art, not the art itself. Its effects on bone transfer to metal and as such, it has drastic effects on a mech's hull integrity.

MICROFRACTURE HAMMER



RNG: 0 // DMG: 3

Fast Melee: Make 5 hit rolls.
Microfracture: This ignores armor and shields, but hits do not damage parts or crit, only deal damage to HP.



Break them apart at the seams.

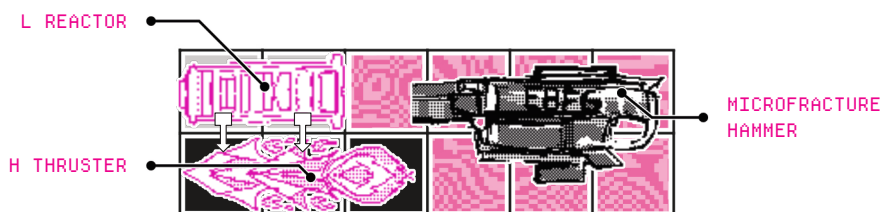
Spark Members

For every odd hostile, roll on the below table. For every even hostile, upgrade the Standard hostile last rolled to Elite. If there is a Standard mech remaining after rolling, it becomes a LF-APPRENTICE.

- 1. 1 Standard LF-APPRENTICE.
- 2-4. 1 Standard MF-JOURNEYMAN.
- 5-6. 1 Standard HF-MASTER.

LF-APPRENTICE

Typically the most junior members of a ScrimCon Spark. LF-APPRENTICE Lamplighters are recruited from resource extraction teams, and as such are most comfortable with the tool of their trade.

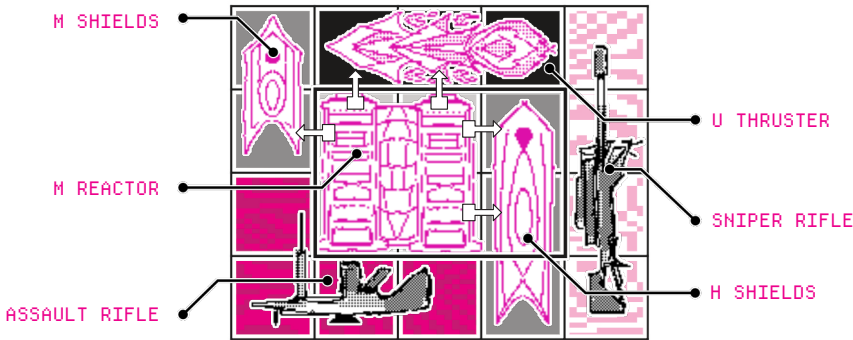


—> **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

MF - JOURNEYMAN

A mid-to-long-range combat build reserved for somewhat more senior Lamplighters. Many veteran Lamplighters prefer not to be “promoted” further to the HF-MASTER even after they’ve earned it.



- > **Elite:** It has 3 Threat.

H SHIELDS
+/- 3 CPC if the mech is over/underpowered.

CPC: 15

M SHIELDS
+/- 2 CPC if the mech is over/underpowered.

CPC: 10

ASSAULT RIFLE
Full Auto: Make 3 hit rolls.
Crit: +1 DMG.

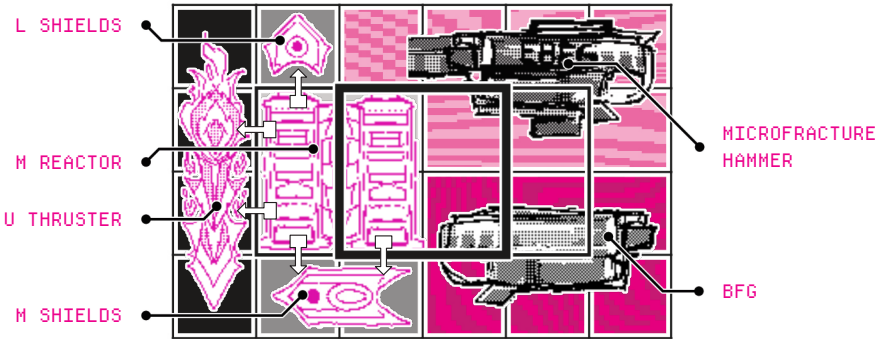
RNG: 2-3 // DMG: 2

SNIPER RIFLE
Single-shot: +1 ACC, or +2 if you haven't moved yet this turn.
Crit: Triple DMG.

RNG: 4-5 // DMG: 4

HF-MASTER

A distinctly arrogant name for a mech build, but the ScrimCon Lamp-lighters who employ it in combat have survived long enough to typically be worthy of the name.



- > **Elite:** Gain Trait: **Demolisher**. It has 3 Threat.

Demolisher: Add +1 to the number of Full Auto hit rolls, or +2 if the weapon makes 5 or more hit rolls. Melee does +1 DMG.

M SHIELDSCPC: 8

+/- 2 CPC if the mech is over/underpowered.

(Included above.)

L SHIELDSCPC: 4

+/- 1 CPC if the mech is over/underpowered.

(Included above.)

BIG FUCKING GUNRNG: 2-3 // DMG: 2

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.

Crit: +1 DMG.

Greeneye Gang

A few years ago, a genetically engineered INFINITY squad - known internally as The Greeneye Gang due to the uniformity of the expression of their particular genetic alterations - cracked under the pressure of a few ignoble missions that went poorly. A militant group of Scavengers under the leadership of someone known as The Monster convinced them during a mission that they were being used as cannon fodder and needed to defect. Together, they all formed a very strange partnership from then on.

Their goals beyond enmity against the concept of Lamplighters are fairly unclear, but that's seemingly enough for them to act. Those who communicate with them note a certain tinge of envy against the wealthier home-ships, but specifically against those who are recognized as elite servants of their home-ship. As their numbers dwindle over time, they've been able to recruit further Scavengers and Lamplighters who are happy to shed the title.

The Greeneye Gang - as both the original "gang", the Scavengers they linked up with, and further recruits, call themselves - don't fall far from their Scavenger roots. They mostly use grubby, refurbished mechs for lack of ability to purchase anything better, but each of their pilots adorns their mech with a green ornament made of flat metal plates somewhere.

Items of Interest

Al, Bethel, and Ethlin (formerly Green-1, Green-2, and Green-5) are the most senior three of the original Greeneye Gang that defected. Their number has diminished since their original defection, but so far those three have never been touched. These days, they mostly train newer recruits.

The Greeneye Gang is always looking for new recruits among more militant Scavengers. The **Emerald Path** is one such group: a fanatically intense group of Scavengers sworn to fight against all home-ship rule. Those who face them would be well-advised that they have exceptionally little regard for their lives compared to the cause, nebulous though it may be, and will happily draw fire to themselves if it means their goals may be met.

Rumors circulate about **The Monster**. Some people put him as Scavenger-born, with a chip on his shoulder from a hard life than even most Scavengers endure. Others describe him as clearly being home-ship trained - by most tellings, a defector Lamplighter who radicalized on the job, someone orphaned by a conflict between home-ships, or even a former administrator who saw too much. Some even claim that he still works for a home-ship: they claim he's an intelligence officer directing the Greeneye Gang as an unofficial strike force towards his home-ship's own ends. What everyone agrees on is that he's physically huge, exceptionally charismatic, and his eyes are never visible - leading to speculation of its own, of course.

Signature Feature

On their way out, the former INFINITY soldiers that would become the Greeneye Gang stole the blueprints for a piece of prototype tech: a specially tailored virus probe designed to draw attention and distract enemy targeting. As an intimidation tactic, whenever Gang members land a hit with this, they pulse a short, high-pitched burst over radio and shine green lights at the target: their seemingly-unbreakable “green-eyed gaze” has a reputation as a result.

FOCUS PROBE



RNG: 3-4 // DMG: 0 // DUR: 1

Electronic: Powered. 2x penalties from being damaged.

Virus: Make 4 hit rolls. Ignores armor/shields. For each hit, the target has -1 ACC to attack anyone but you for DUR rounds or until you’ve been defeated. This stacks with itself (up to -6 ACC) and all effects adopt the highest DUR. Affected targets are immune to this effect from any mech past the first while affected.

Crit: +1 DUR.

All eyes on me.

Spark Members

For every hostile, roll on the below table.

1.

1 Standard MF-PERIDOT.
2.

1 Standard HN-EMERALD.
3.

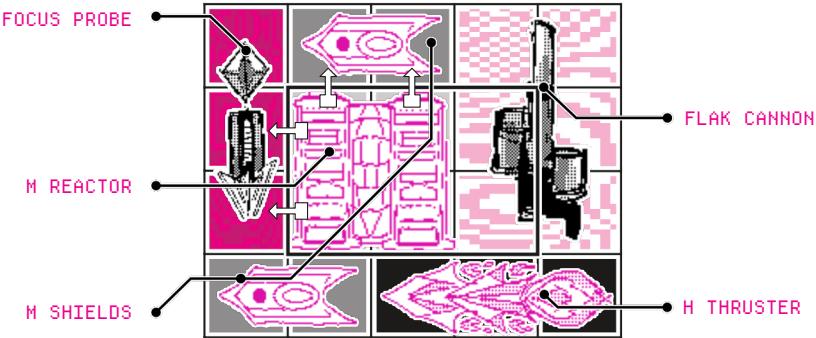
1 Standard UF-JADE.
- 4-5.

Roll as per a Scavenger (p.40)
6.

Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

MF-PERIDOT

A well-protected medium build designed to pull focus from existential threats and harass light and medium mechs from range.

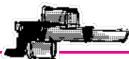


- > **Standard:** Ignore the Armor.
- > **Elite:** It has 3 Threat.

M SHIELDSCPC: 10

+/- 2 CPC if the mech is over/underpowered.

FLAK CANNON



RNG: 4-5 // DMG: 2

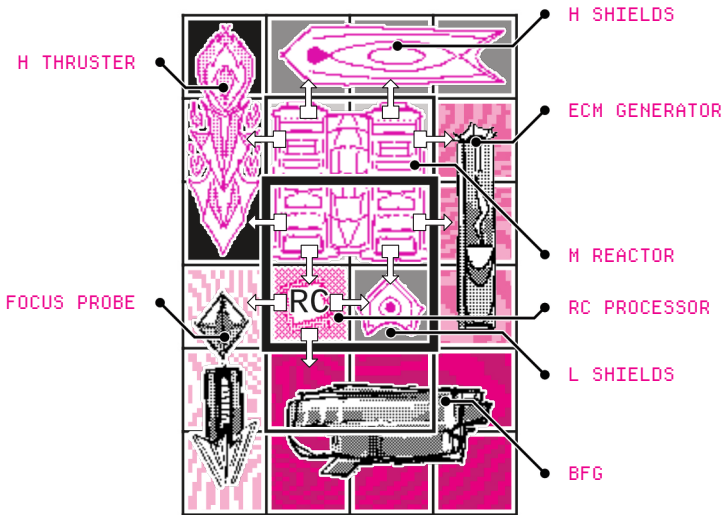
Explosive: -10 ACC. Make 3 hit rolls. Hit adjacent squares for 1 DMG on a hit. Deal 1 DMG on a miss.

Crit: +1 DMG to all squares hit.



HN-EMERALD

A heavy build designed to maximize sensor disruption and shift targeting focus across the battlefield.



- > **Elite:** Gain Trait: **I'm In.** It has 3 Threat.

I'm In: Add 1 to DUR.

L SHIELDS

CPC: 4

+/- 1 CPC if the mech is over/underpowered.
(Included above.)

☐

H SHIELDS

CPC: 12

+/- 3 CPC if the mech is over/underpowered.
(Included above.)

ECM GENERATOR 

RNG: 3-5 // TARGET: ZONE // DUR: 1

Electronic: Powered. Does not operate if damaged.

ECM Cloud: -2 ACC to all in Zone, -4 for EW weaponry, until your next turn. Cloud lasts for DUR rounds and destroys all missiles.

BIG FUCKING GUN 

RNG: 2-3 // DMG: 2

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.

Crit: +1 DMG.

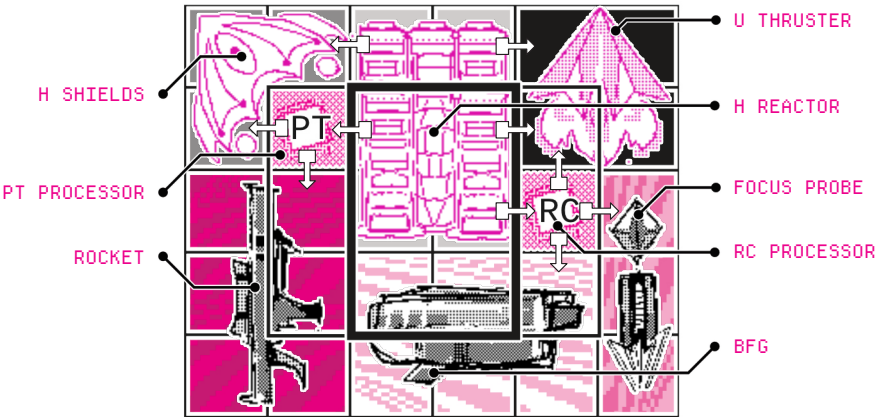
RC PROCESSOR 

Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

☐

UF - JADE

An enormous ultra build, designed to target threats from long range with high range coverage.



-> **Elite:** Gain Trait: **Stable Fire Platform**. It has 3 Threat.

Stable Fire Platform: Add +1 ACC to Single-Shot, Full Auto, Explosive, and Melee attacks at the end of every turn. Reset this bonus if you gain evasion. If you don't move, all armor absorbs 1 extra DMG until your next turn.

H SHIELDS

CPC: 12

+/- 3 CPC if the mech is over/underpowered.
(Included above.)

BIG FUCKING GUN

RNG: 2-3 // DMG: 2

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.

Crit: +1 DMG.

ROCKET LAUNCHER

RNG: 3-5 // DMG: 4

Explosive: -1 ACC. Hit adjacent squares for 1 DMG on a hit.

Crit: +1 DMG to all squares hit.

PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

RC PROCESSOR

Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

Those Who Open The Gate

Many people in the universe have been changed by the advent of the Titans. Sometimes this is material in the form of new technology or parts. Sometimes this is internal as people who come into contact become spacetouched. And sometimes people take it much further.

Those Who Open The Gate were once the crew of the home-ship TRANSCENDENCE, a home-ship organized as a theocracy under a priesthood. This was before they came into contact with a Titan that had been passed over for being mostly non-useful. Something changed about them: they created a permanent colony on that Titan, leaving their home-ship to go obtain Titan materials. When asked, they are very straightforward about their aims: they claim that the Titan they claimed for their new home gave them a vision upon arrival of another dimension, which they claim to be the Titans' home dimension. Only by returning to that dimension can the universe regain balance, and only by collecting titan and other material can they construct a way back, known reverently as The Gate. The former home-ship leaders now reside at the Titan, where they claim to commune with it as they direct construction of the odd megastructure being built near their alleged patron.

Their mechs adorn themselves with titan materials, carved in ritual ways. Those Who Open are extremely aggressive and zealous about achieving their goals, and as such their lamplighters frequently fight to the death: the few elite lamplighters that remain in their midst are those who either understand their unique technology the best or are somewhat more tempered in their expressions of faith.

Items of Interest

The Gate, as it currently exists, is a hulking mass of titan pieces: fragments of bone or similar material, stray organs, and even solidified fluid. To most, it seems like a horrible experiment or a slaughterhouse out in space. But to those with the eyes to see it, it somehow maintains some kind of resonance. Those who observe or oppose their efforts see that fact as strikingly terrifying: whether or not they are achieving their intent, something is certainly happening, and it remains to be seen whether it will stay contained.

Brother Mikael is one of Those Who Open's elite Lamplighters. He's a veteran, having been around since the start. Despite their general impression, Mikael is very much willing to compromise on faith-related matters: he has maintained relationships with several home-ships to get Those Who Open what they need, sometimes sacrificing goals in the short term for longer-term gains. It's not clear if the more elite members of the congregation are unaware of his flexibility or are willing to overlook it for how useful it can be.

Sister Clara is also an elite Lamplighter. Unlike many of Those Who Open's elites, however, her faith is absolutely pure and she has the skills to match it. Her actions are erratic and her motives in taking them are often obscure, and as such it's said that she receives orders directly from the Titan directing the construction of the Gate. If so, she never directly reveals what it tells her.

Signature Feature

Construction using titan materials at The Gate has led to some surprising breakthroughs. One of the more relevant ones is a modification of standard shield generator technology that tweaks output frequencies in ways not thought possible: they provide greater protection against Electronic Warfare and shield-piercing weaponry at the expense of lowered shield capacity. These new generators have helped their fanatical lamplighters stay alive in spite of their often reckless tactics.

M TITANIC SHIELD GENERATOR

CPC: 5

+1/-2 CPC if the mech is over/underpowered.
Shields from this suppress weapon effects that ignore or deal extra damage to shields.

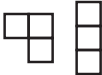


Low capacity for the size, but it's there when it counts.

H TITANIC SHIELD GENERATOR

CPC: 10

+2/-4 CPC if the mech is over/underpowered.
Shields from this suppress weapon effects that ignore or deal extra damage to shields.

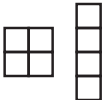


A little more capacity, with improved shielding.

U TITANIC SHIELD GENERATOR

CPC: 15

+3/-6 CPC if the mech is over/underpowered.
Shields from this suppress weapon effects that ignore or deal extra damage to shields.



Very good capacity as long as the power stays high.

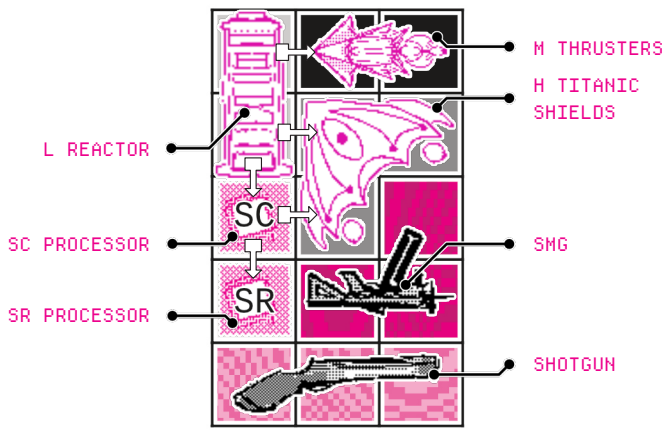
Spark Members

For every hostile, roll on the below table.

- 1-2. 2 Minion LN-ACOLYTES.
3. 1 Standard LN-ACOLYTE.
4. 1 Standard MF-INITIATE.
5. 1 Standard HN-DEACON.
6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

LN-ACOLYTE

A light build designed to contest short to mid ranges with strong shield coverage. Due to this build frequently being given to newer pilots, its attrition rate is high in spite of its heavy emphasis on protection.



- > **Minion:** It has 8HP instead of 15HP. Its H Titanic Shield Generator has 5CPC instead of 10.
- > **Elite:** Gain Trait: **In Sync**. It has 4 Threat.

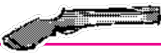
In Sync: Increase the maximum range of all ranged weapons adjacent to a Processor by 1.

SMG

RNG: 0-1 // DMG: 1

Full Auto: Make 5 hit rolls.
Crit: +1 DMG.



SHOTGUN

RNG: 0-2 // DMG: 5

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.
Crit: Hit every adjacent square for 1 DMG.



SR PROCESSOR

Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.



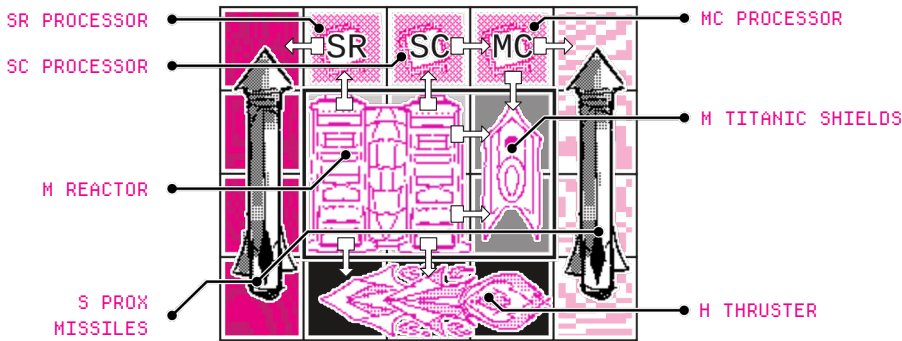
SC PROCESSOR

Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.



MF-INITIATE

A medium build built for long range missile harassment and high survivability. Pilots lucky enough to be given this build have a much higher survival rate, but it can't handle short-range pressure for very long.



-> **Standard**: Ignore the Armor.

-> **Elite**: It has 3 Threat.

S PROXIMITY MISSILES  **QTY: 3 // DMG: 3**

Speed: 4 towards the target.
Proximity: 1 DMG on a miss.
Crit: Hit every adjacent square for 1 DMG.

MC PROCESSOR



Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.

SR PROCESSOR



Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.

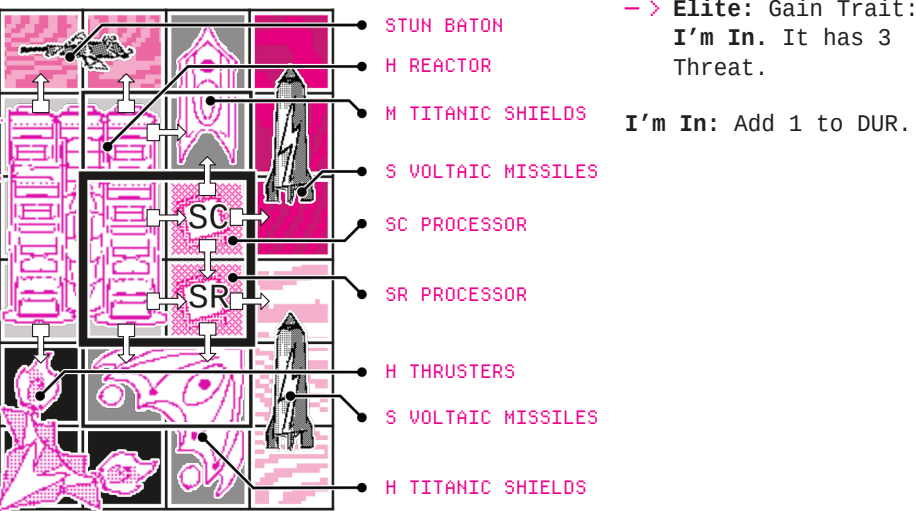
SC PROCESSOR



Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

HN-DEACON

A heavy build built for electronic missile warfare and high survivability. Only used by militant clergy of Those Who Open operating in as field commanders.



S VOLTAIC MISSILES QTY: 3 // DMG: 1 // DUR: 1

Electronic: Powered. Ignores Shields.
Speed: 4 towards the target.
Shock: Parts/Weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.



STUN BATON RNG: 0 // DMG: 2 // DUR: 1

Electronic: Powered. Ignores shields.
Strong Melee: +1 ACC.
Shock: Parts or weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.



SR PROCESSOR

Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.



SC PROCESSOR

Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.



Foresight

The home-ship PANOPTICON was built to stay afloat no matter what happened to its crew: semi-autonomous systems augmented and were designed to continue to learn from human crew members. Over the first generation, those systems learned and were taught enough to gain nearly full autonomy, such that no human crew were needed: much of the population put themselves into cryo-sleep, so as to await a better tomorrow thanks to their technology.

A better tomorrow never came, but that hasn't stopped their population from trying. They fashion themselves as the Followers of the Precepts of Foresight (or for everyone who doesn't have their sense of pomposity, Foresight), and refer to their number as the Sighted. Those who did not share their "vision" among their number, so to speak, were returned to cryosleep: a fact enforced by PANOPTICON's increasingly invasive surveillance measures. The result is that their goals have drifted further and further towards a kind of technological theocracy: an expanded version of PANOPTICON's increasingly self-aware systems spreading across the universe, with the goal that every home-ship across humanity's diaspora might one day be "safe" under their systems' control while the Sighted elect oversee what happens to humanity.

Their Lamplighters do not call themselves by that title: they refer to themselves as Beacons, the ones who will not so much light the path as be the only light in the darkness. When deployed, typically one Beacon supports a group of autonomous or remote-controlled non-mech units: they consider themselves less expendable than most and deploy accordingly.

Items of Interest

The **residents of PANOPTICON** are, by and large, mostly frozen. PANOPTICON's AI wakes them occasionally to catch them up on the events of the past years and defrost. Those who are out of favor, however, may only defrost in very limited quarters. Either they are imprisoned in cryosleep or imprisoned in a cell. Sometimes, however, replacement administrators are needed: when that happens, PANOPTICON's systems will determine the lowest risk amongst their population and defrost them for indoctrination. Some of them maintain a grudge about it beyond those efforts.

Foresight's primary water extraction hub, **Clarity Station**, is barely fit for human existence. The vast majority of the station is fully automated for extraction, purification, packaging, and delivery. Only a small habitation dome for the few human residents and visitor quarters. Not that it gets many visitors, though: it's said that PANOPTICON's systems integrate any new information said by visitors in a colony within a matter of minutes, so most home-ships try to berth elsewhere.

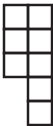
One of Foresight's most notorious Sparks is run by a UN-ADMINISTRATOR Lamplighter who goes by **Watchtower**, piloting a Frame known as **Spotlight**. He seems to favor an unsubtle approach: his missile barrages are supported by a swarm of cheaply made, autonomous TK-THRALL and DR-HOMUNCULUS units.

Signature Feature

Beacons prefer not to be in the forefront of a battle. They’re directors, not actors. As such, they tend to prefer missiles and long-range weaponry. Their preferred weapon is a highly advanced missile battery: its power requirements are very significant, but when properly powered and hooked into processing, it is extremely potent and flexible.

ELECTROBURST MISSILES QTY: 4 // DMG: 4 // DUR: 1

- Highly Electronic:** Powered by being adjacent to at least 2 powered squares. QTY is 1 when Damaged.
- Speed:** 4 towards the target.
- Shock:** If 2 or more missiles damage the target in one attack, disable one part hit for DUR rounds.
- Overpower:** If adjacent at least 3 powered squares and hooked into a processor when Deploying, Speed is 5 towards the target, you increase the number to shoot down by 1, and crits also disable parts adjacent to the hit location for DUR rounds.
- Crit:** +1 DUR.



A fantastic idea until it’s not.

Spark Members

For the first two hostiles, roll one Beacon from the below table.

- 1-3. 1 Elite HN-OVERSEER.
- 4-6. 1 Elite UN-ADMINISTRATOR.

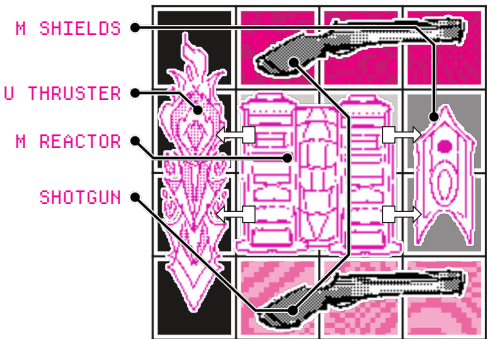
For every other hostile, roll on the below table.

- 1-2. 2 Minion DR-HOMUNCULUS.
- 3-4. 2 Minion TK-THRALL.
- 5. 1 Standard DR-HOMUNCULUS.
- 6. 1 Standard TK-THRALL.

DR-HOMUNCULUS

The lighter half of Foresight's autonomous strategy, a drone oriented towards aggressive short-range combat and high mobility.

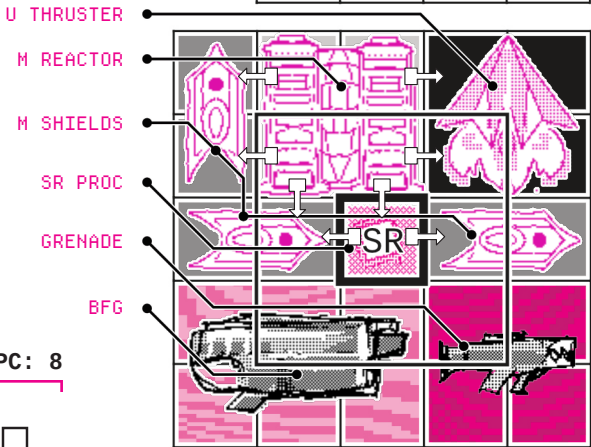
-> **Minion:** It has 8HP instead of 16HP.



TK-THRALL

The heavier half of Foresight's autonomous strategy, a well-shielded hovertank designed to lay down heavy mid-range fire.

-> **Minion:** It has 10HP instead of 20HP.



M SHIELDS

CPC: 8

+/- 2 CPC if the mech is over/underpowered.
(Included above.)

GRENADE LAUNCHER

RNG: 2-3 // DMG: 3

Explosive: -2 ACC. Hit adjacent squares for 1 DMG on a hit or miss. Deal 1 DMG on a miss that hits no adjacent squares.

Splash: 1 DMG to others in the target's Zone.

Crit: +1 DMG to all squares hit.

BIG FUCKING GUN

RNG: 2-3 // DMG: 2

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.

Crit: +1 DMG.

SHOTGUN

RNG: 0-2 // DMG: 5

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.

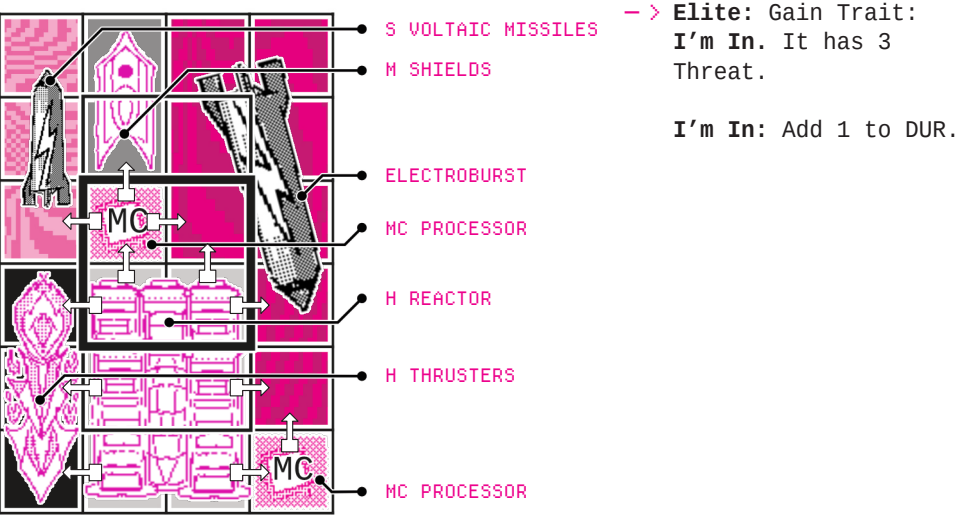
Crit: Hit every adjacent square for 1 DMG.

SR PROCESSOR

Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.

HN-OVERSEER

A build used by Beacons emphasizing a “support” strategy that focuses on disabling enemies to allow autonomous forces to make short work of them.



M SHIELDS

CPC: 8

+/- 2 CPC if the mech is over/underpowered.
(Included above.)

S VOLTAIC MISSILES

QTY: 3 // DMG: 1 // DUR: 1

Electronic: Powered. Ignores Shields.
Speed: 4 towards the target.
Shock: Parts/Weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.

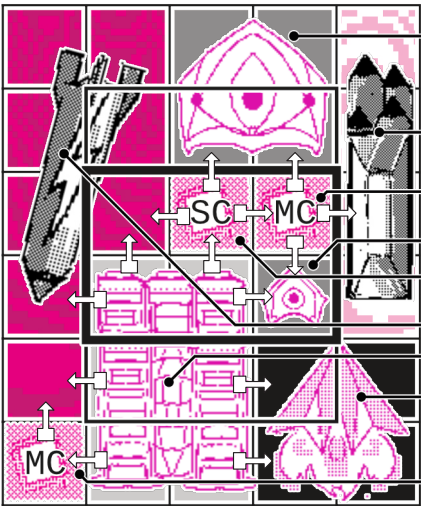
MC PROCESSOR

Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.

FACTIONS

UN-ADMINISTRATOR

A build used by Beacons emphasizing an “overwhelming force” strategy that focuses on crushing pressing threats from afar.



- > **Elite:** Gain Trait: **Superior Guidance.** It has 3 Threat.

Superior Guidance: When you Direct missiles, you can Direct up to 10 instead of 8.

L SHIELDSCPC: 4

+/- 1 CPC if the mech is over/underpowered.

☐

(Included above.)

U SHIELDSCPC: 16

+/- 4 CPC if the mech is over/underpowered.

(Included above.)

M SWARM MISSILESQTY: 6 // DMG: 3

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.

MC PROCESSOR

Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.

☐

SC PROCESSOR

Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

☐

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INTREPID

Home-ships of many shapes and sizes launched from Earth. Most of the smaller ones did not make it to the 2nd generation: the needs of long-term interstellar travel are many, and ships with less resources are less able to flex to requirements they do not expect. Smaller ships that survived on their own tended to do so by extreme measures.

The tiny home-ship INTREPID decided early on after a massive accident that left them with extremely few that the only way to preserve their ship was to operate under the expectation of a very low population. This was effective enough to carry them through to the modern day, and they have maintained this to the current day. Their population is controlled at exactly 100 crew members, with children required to apply to "openings" at a certain age or else be "introduced" to another home-ship's population. Their crew (as there are no "residents", only workers) is very generalized and extremely utilitarian: every crew member trains to proficiency in several positions so as to maximize redundancies and rotates to ensure their training is fulfilled.

More than anything, the crew of the INTREPID prides caution and survival of their crew. Unfortunately, the needs of even a small home-ship are many and can't be fully handled internally: as such, they occasionally launch expeditions to secure resources or rent Lamp-lighters out for mercenary work.

Items of Interest

Eileen Stanton is the primary administrator of INTREPID, and the main person called upon to represent the Home-Ship when things go bad. Whenever there isn't a situation that needs decisive action, she helps relieve others' duties around teaching and training. She's been in her primary role since adulthood due to an opening being created: while others have started to cross-train in administrative and diplomatic duties, everyone knows it just won't be the same when she has to step down to a more advisory role, if she doesn't leave otherwise.

Ray Tatum is a newer member of INTREPID: when a slot was open, he was recruited by Eileen from a Scavenger crew following a mission. Nobody can touch his expertise in the mech hangar or in home-ship engineering, and he's not a bad MF-TRACKMAN pilot when it comes to that. Rumors have it that he hasn't fully broken contact with his old friends, though, and he's just waiting for an opportunity to betray his new home.

Jessa Brown is INTREPID's most proficient Lamplighter. Unlike most of the INTREPID's crew, while she was trained in various other things in childhood, she tends to stay in her dedicated field: she and her HF-RIVETER are generally kept resting and on-call when not on a mission. As per orders, despite her level of proficiency, she'll bail from combat sooner than later when in trouble. INTREPID's crew are well aware she'd be hard to replace given their particular parameters.

Signature Feature

In leaner times, INTREPID’s Lamplighters had very scant equipment, and not much in the way of larger ordnance. Based on the tools at hand, they devised a heavy weapon of their own: a mech-scale hammer intended for construction lashed to a manually-triggered shotgun, a heavily offensive weapon designed to end fights very quickly. Despite the fact that more equipment is now available, they still use a more intentionally designed version of this odd combination of weaponry.

SHELLSLEDGE



RNG: 0 // DMG: 4

Strong Melee: +1 ACC.

Trigger: On a hit, if you have an action remaining, you may spend it to deal 2 DMG to every adjacent square. This DMG is never increased or multiplied by any effects except Crit.

Crit: Double non-Trigger DMG and either use Trigger for free OR double Trigger DMG.

The hit that keeps on hitting.

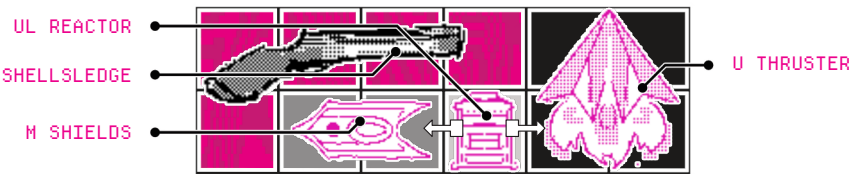
Spark Members

For every odd hostile, roll on the below table. For every even hostile, upgrade the Standard hostile last rolled to Elite.

- 1-3. 1 Standard LF-BLACKSMITH.
- 4. 1 Standard MF-TRACKMAN.
- 5-6. 1 Standard HF-RIVETER.

LF-BLACKSMITH

A very fast, fairly well shielded light build, ideally deployed at close range to best use its dangerous weapon.



- > **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

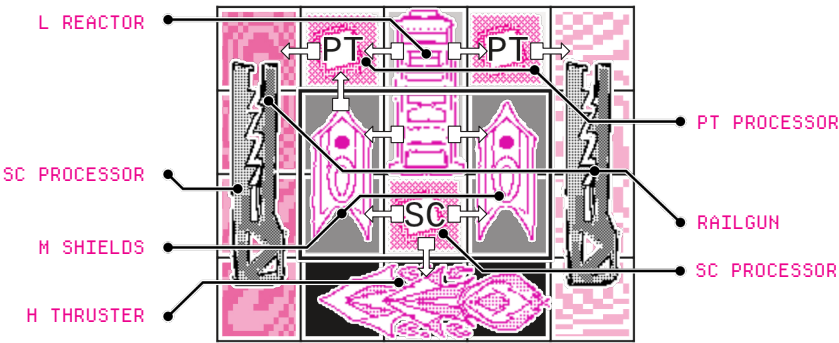
M SHIELDS

CPC: 8

+/- 2 CPC if the mech is over/underpowered.
(Included above.)

MF-TRACKMAN

A dedicated long-range medium build designed for heavy defense on all fronts, with full shield coverage and strong thrusters.



- > **Standard:** Ignore the Armor.
- > **Elite:** It has 3 Threat.

M SHIELDSCPC: 8

+/- 2 CPC if the mech is over/underpowered.

(Included above.)

RAILGUNRNG: 4-6 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Triple DMG.

PT PROCESSOR

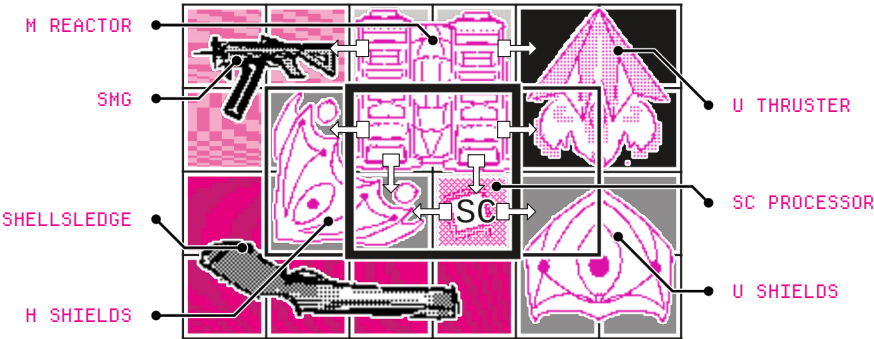
Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

SC PROCESSOR

Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

HF-RIVETER

A short-ranged, very well protected build designed to poke holes for hammer blows to land (as well as land them itself).



-> **Elite:** Gain Trait: **Demolisher**. It has 3 Threat.

Demolisher: Add +1 to the number of Full Auto hit rolls, or +2 if the weapon makes 5 or more hit rolls. Melee does +1 DMG.

H SHIELDS**CPC: 12**

+/- 3 CPC if the mech is over/underpowered.
(Included above.)

U SHIELDS**CPC: 16**

+/- 4 CPC if the mech is over/underpowered.
(Included above.)

SMG**RNG: 0-1 // DMG: 1**

Full Auto: Make 5 hit rolls.
Crit: +1 DMG.

SC PROCESSOR

Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

Ordo Celeritatis

When the initial Titans were spotted, one in particular caught a lot of interest - not because anyone could see it well, but because as soon as it came into sensor range, it seemed to move away at extremely high velocity. Most of the home-ships who detected it didn't think much of it and wrote it off as a sensor issue or chalked it up to various Titan oddities. One home-ship decided to make it exclusively their problem.

The EXCELSIOR went through a period of turmoil as news of this was picked up by various squabbling factions on the home-ship. One in particular devoted themselves religiously to this idea of speed: if the EXCELSIOR could figure out how to go as fast as that Titan did, they could claim it and ride it to wherever it was headed (which was surely somewhere like the afterlife. Details are unclear.) As such, the main province of divinity was velocity. This was a simple enough message - and the results were effective enough in the short term - that they gained popular support, overcame every other squabbling faction, and gained full control of the EXCELSIOR.

The Ordo Celeritatis is odd, but they're extremely straightforward in their goals: they dedicate as much time and as many resources as possible to putting the biggest possible engines on their homeship. Politics only matters insofar as it serves their main focus: the overwhelming, consuming need to go fast.

Items of Interest

Ordo Celeritas is led by **their priesthood**. They're half theologians and half engineers, with enough fervor in both fields to further their positions. New priests have been ordained over time, and it remains to be seen how that will shift the organization's focus: while it will likely never shift away from the overall goal, secondary goals are consistently up in the air.

Celeritatis's **propulsion engineering** is second to none. They have mastered the art of consuming fuel or other energy production methods, and outputting it as thrust. The vast majority of this output, however, goes towards ship engines rather than mech thrusters: while they make their own, it's seen as secondary to their overall goal.

The Ordo is not purely focused on their own craft. The **Celeritas Races** are held periodically as a way to encourage other home-ships to dedicate their engineering efforts to high thrust. The prizes for each race are a custom-made engine, which is enough to convince many smaller home-ships to compete - though occasionally larger ones throw their hats in the ring as well if they have a specific use case.

Signature Feature

The Ordo is known for brute force solutions - mostly, lots of thrusters - rather than technical prowess. However, they did manage one technological feat: they took a coilgun, shortened it and adapted it for pellets, and found a way to have it pick up all of the energy gained by going unreasonably fast. The results are erratic and finnickicky, but deadly.

HASTEHAMMER



RNG: 0-1 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.

Single-Shot: +1 ACC.

Kinetic: Add Evasion to DMG. -1 ACC for every 3 Evasion the mech has.

Crit: Hit every adjacent square for DMG equal to half Evasion (round up).

Zoom, zoom, boom.

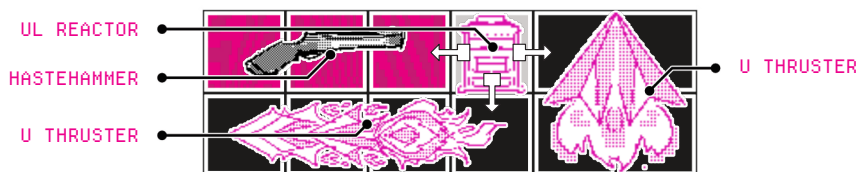
Spark Members

For every hostile, roll on the below table.

- 1. 2 Minion LF-MERCURY.
- 2. 1 Standard LF-MERCURY.
- 3. 1 Standard LN-NIKE.
- 4. 1 Standard MF-HERMOD.
- 5-6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

LF-MERCURY

The first Ordo Celeritas build, and easily the most iconic.
It's very fast.



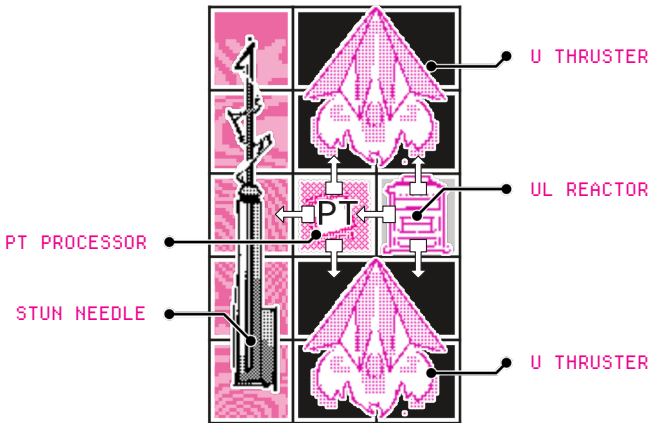
- > **Minion:** It has 6HP instead of 12HP.

- > **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

LN-NIKE

The Ordo understands the need for mechs that perform a more “support” role, and so the LN-NIKE was born. Because of their ideological limitations, however, it still goes unreasonably fast for a Light//Nerve.



-> **Elite:** Gain Trait: **In Sync**. It has 4 Threat.

In Sync: Increase the maximum range of all ranged weapons adjacent to a Processor by 1.

STUN NEEDLE LAUNCHER



RNG: 4-5 // DMG: 1 // DUR: 1

Electronic: Powered. Ignores shields. 2x penalties for being Damaged.

Shock: +2 ACC. Parts or weapons hit are Disabled for DUR rounds.

Crit: Parts adjacent to the hit location are Disabled for DUR rounds.

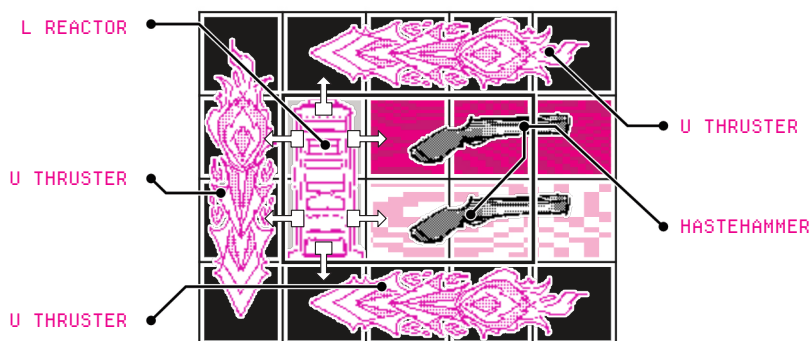
PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

MF-HERMOD

Ordo mechanics took the physical limitations of the medium frame as a personal affront and proceeded to simply build as many thrusters as could practically fit into the Medium//Flash frame. The results were surprisingly potent.



- > **Standard**: Ignore the Armor.

- > **Elite**: It has 3 Threat.

Corvus

One Home-Ship realized very early on that the nature of humanity's continued survival would be far more bloody than anyone at home ever anticipated. They also realized that they were in a very unique position to do something about it: they had a hangar full of tiny Frames. They rebranded themselves as Corvus (the home-ship's original name is lost to time, and they're not terribly forthcoming about it); a couple of high-profile strikes and assassinations put them on the map, and they've been known for it ever since. They're extremely mercenary, but professional: they rarely ally openly with anyone because of the understanding that they could be offered a contract against any potential ally.

By all accounts, the home-ship is run as a military dictatorship: civil or military service is required of all those who live on it, with higher levels of service and responsibility granting more rights and freedoms. This is, as per their propaganda, intended to encourage anyone with the ambition to try and join their elite Sparks or the ranks of their upper management for the good of all. As people who have defected from it can attest, the results are mixed and the process is shaky at best, corrupt at worst, with most of its efficacy relying on the strength of its fighting force. What's clear is that regardless of how it gets there, Corvus can be an absolute terror on the battlefield.

Items of Interest

The first introduction of Corvus to the universe was the attack that would be known as **The BLACKHEART Affair**. BLACKHEART was a home-ship that was actively raiding other home-ships, and they eventually hit the wrong target: INFINITY set out an enormous bounty for the defeat of BLACKHEART. Where others failed, however, Corvus succeeded. When the dust cleared, there were no survivors.

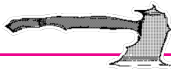
The Third Flock is the largest mercenary contingent in Corvus. Sparks are assigned as necessary for a job, and several larger-Frame mechs are used to supplement jobs where smaller mechs alone will not suffice. Lamplighters with exceptional performance (or good connections) are placed in a Murder when more experienced Lamplighters are required.

The First Murder is the most effective assassination Spark that Corvus has at its disposal. Members of a Murder are granted more rights and privileges than members of a Flock. It's said that members of this Murder were at every initial event that caused its rise: none of them have needed to be replaced since the earliest days of Corvus. Of course, that also means those Lamplighters aren't getting any younger, and those in line aren't getting any more patient...

Signature Feature

Does a mech-sized scythe strike you as slightly on the nose for a faction trying to put themselves forward as master assassins? A little, maybe. But the results speak for themselves, and the morale effect of a scythe taking out an ally can't be understated.

TALON



RNG: 0 // DMG: 4

Strong Melee: +2 ACC.

Terror: Whenever you defeat an enemy with this, the closest enemy still standing (pick one if there are multiple) loses an action on their next turn. If that enemy has Evasion, Threat, or Attributes, they can choose to lose 1 Evasion, Threat, or an Attribute of their choice instead.



Crit: Quadruple DMG.

Another one bites the dust.

Spark Members

Corvus Mercenary Spark

For every hostile, roll on the below table.

- 1 Standard LF-CROW.
- 1 Standard LF-ROOK.
- 1 Standard LN-MAGPIE.
- 1 Standard MF-BANDIT or MN-FORTUNE.
- 1 Standard HF-CARNAGE or HN-GRIDLOCK.
- Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

Corvus Assassin Spark

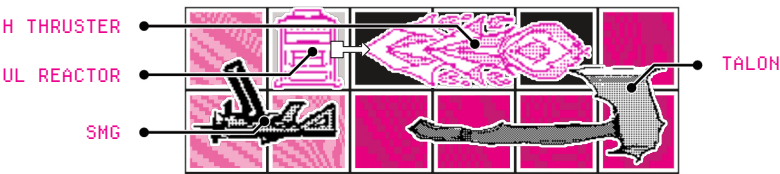
For every odd hostile, roll on the below table. For every even hostile, upgrade the Standard hostile last rolled to Elite.

- 1-3. 1 Standard LF-CROW.
- 1 Standard LF-ROOK.
- 5-6. 1 Standard LN-MAGPIE.

FACTIONS

LF-CROW

A deadly, fast close-range attacker. The business end of any Corvus Spark, so to speak.



-> **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

SMG



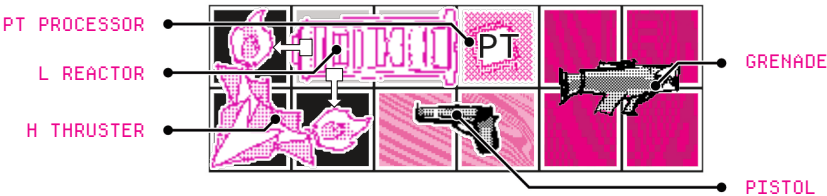
RNG: 0-1 // DMG: 1

Full Auto: Make 5 hit rolls.
Crit: +1 DMG.



LF-ROOK

A deadly, fast close-to-mid-range attacker. Runs interference for Crows and softens targets ahead of their approach.



—> **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

PISTOL



RNG: 0-2 // DMG: 1

Single-Shot: +2 ACC
Crit: Triple DMG.



GRENADE LAUNCHER



RNG: 2-3 // DMG: 3

Explosive: -2 ACC. Hit adjacent squares for 1 DMG on a hit or miss. Deal 1 DMG on a miss that hits no adjacent squares.
Splash: 1 DMG to others in the target's Zone.
Crit: +1 DMG to all squares hit.



PT PROCESSOR

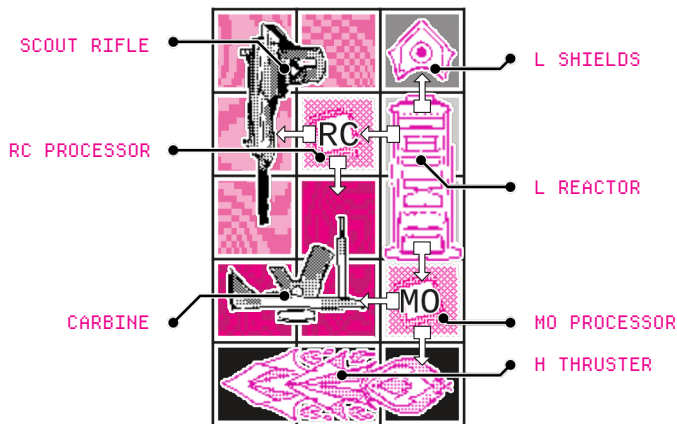


Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.



LN-MAGPIE

A mid-to-long-ranged attacker built to harass enemies and set up opportunities for more decisive hits.



- > **Elite:** Gain Trait: **In Sync**. It has 4 Threat.

In Sync: Increase the maximum range of all ranged weapons adjacent to a Processor by 1.

CARBINE

RNG: 1-2 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.

SCOUT RIFLE

RNG: 3-4 // DMG: 3

Full Auto: +1 ACC. Make 2 hit rolls.
Crit: +1 DMG.

MO PROCESSOR

When connected to both non-missile weapons and thrusters that count as the mech's size or larger, before or after attacking with connected weapons, the mech may move 1 Zone.

RC PROCESSOR

Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

The Archive

Some home-ships kept more data from Earth than others. Some also appreciated the amount of data they had more than others. An even smaller amount dedicated significant resources to keeping it around. One home-ship in particular decided to make it their entire *raison d'être*.

The Archive operates out of the home-ship SOPHIA, a fairly large greenhouse ship launched as a scientifically-minded vessel and staffed by several universities. Its abilities to create an abundance of food and material have been largely stripped out to make room for large data-stores and the power supplies, cooling arrays, cold-storage backups, and servers to maintain free remote access. The data in these stores is largely not anything essential, but it does represent the largest body of knowledge from Earth. Some data in there is the only copy of certain media that remains.

The Archive prefers to maintain relationships to get their data first: When they find that another home-ship is holding data they don't possess, they will often try to negotiate resources, aid, supplies or something else for it. This isn't to say they're pacifists about it, however. When someone threatens them or their data, or when they need resources to maintain their processes, they protect themselves and secure what they need. They have also launched raids when they've determined someone is hoarding data they consider essential to the Archive's collection.

Items of Interest

One thing the Archive has had since the beginning was an enormous store of **pre-Calamity music**. The Archive runs a radio broadcast on a public channel with their collection on loop. It can get a bit esoteric, as there isn't really any rhyme or reason to what they broadcast, but at least some who care to tune in appreciate it for what it is.

The Archive went out of their way to obtain **the complete works of Shakespeare** once they figured out it was scattered amongst various other home-ships. Some of it, they obtained by asking, either via gifts or trade. Some of it, however was taken by force: either in a raid or by hacking another home-ship's systems. Regardless of any public services rendered by consolidation and broadcast of the collection, some resentment remains for the attacks among some parties involved.

The Quintet is the Archive's premier Spark for retrieval of resources or data. Whenever they need force, that's who they usually send first. Each is a respected archivist in their own right: each of them has a doctorate, if only one given by the Archive itself, so results may vary as to how well it's respected elsewhere.

Signature Feature

The Archive’s processing and power capabilities are beyond compare. These mostly don’t transfer to equipment that can be mechs, but they have developed large-reactor variants that shed redundant cells and transfer cables in exchange for quick data transfer capabilities for processors. Their exterior is typically styled as a large anthology of books.

HEAVY NETWORKED REACTOR

This acts as a processor for the sake of connecting processor capability.



Run through with wires.

ULTRA NETWORKED REACTOR

This acts as a processor for the sake of connecting processor capability.



Basically a computer.

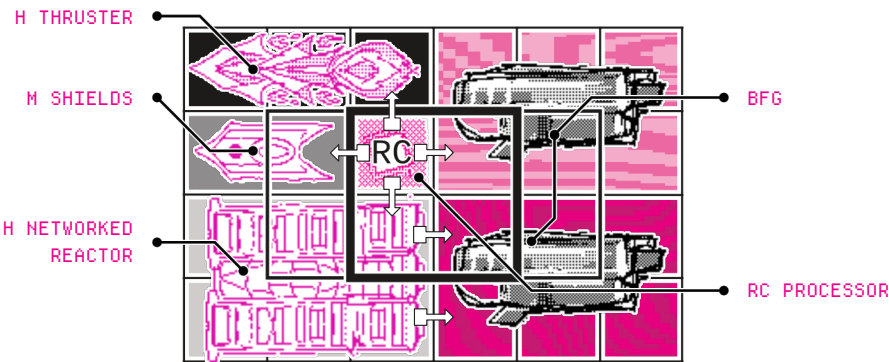
Spark Members

For every hostile, roll on the below table.

- 1-2. 1 Standard HF-ASSISTANT.
- 3-4. 1 Standard HN-ASSOCIATE.
- 5-6. 1 Standard UF-LIBRARIAN.

HF-ASSISTANT

A build designed to provide extended fire support to defeat smaller, more evasive targets and soften up larger targets.



M SHIELDSCPC: 10

+/- 2 CPC if the mech is over/underpowered.

BIG FUCKING GUNRNG: 2-3 // DMG: 2

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.

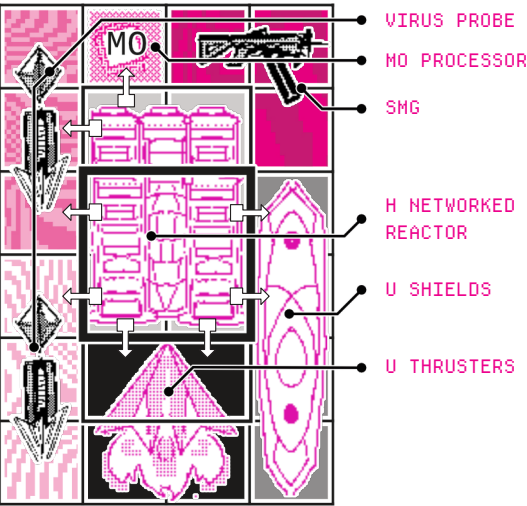
Crit: +1 DMG.

RC PROCESSOR

Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.

HN-ASSOCIATE

A surprisingly mobile build designed to work alongside the HF-ASSISTANT to provide mid-range harassment and mobile support.



U SHIELDSCPC: 20

+/- 4 CPC if the mech is over/underpowered.

VIRUS PROBESMG

RNG: 2-3 // DMG: 0 // DUR: 1

Electronic: Powered.
Virus: Make 2 hit rolls. Ignores armor/shields. Parts or weapons hit are Disabled for DUR rounds.
Crit: Pick a part/weapon to Disable for DUR rounds.

SMG

RNG: 0-1 // DMG: 1

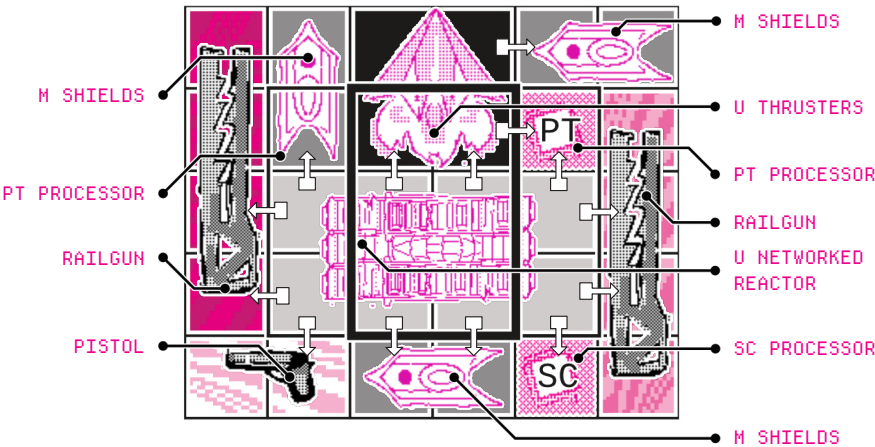
Full Auto: Make 5 hit rolls.
Crit: +1 DMG.

MO PROCESSOR

When connected to both non-missile weapons and thrusters that count as the mech's size or larger, before or after attacking with connected weapons, the mech may move 1 Zone.

UF-LIBRARIAN

A high-defense, long-range build designed to be a major part of the Archive's strategy against larger and evasion-disabled targets.



M SHIELDSCPC: 10

+/- 2 CPC if the mech is over/underpowered.

RAILGUNRNG: 4-6 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Triple DMG.

PISTOLRNG: 0-2 // DMG: 1

Single-Shot: +2 ACC
Crit: Triple DMG.

PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

SC PROCESSOR

Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

TRANSCIENCE

At the very start of the fourth generation, a home-ship came across a fragment of a Titan that generates a very intense, extremely localized gravitational field. They quickly discovered the benefit of this: anything curved around its edge would be quickly consumed, but until that point, the amount of kinetic energy generated would be enough to power almost anything. Upon this realization, the newly-minted home-ship TRANSCIENCE set up around it permanently: it created a spherical array of energy absorption devices to fully capitalize on this energy source. TRANSCIENCE would from that point warp its entire society around this.

Philosophically, the crew and citizens of TRANSCIENCE believe in a philosophy of maintenance and stability: its citizenry is heavily encouraged to maintain themselves and their health in the thought that personal maintenance can keep power requirements as constant as possible. Part of this philosophy of personal sustainability is, paradoxically, the collection and expenditure of increasing amounts of material to power their colony: they believe strongly in a reincarnation-related theory that says all matter is preserved from this universe to the next, and as such, they don't consider tossing material into their gravity well as "destruction" so much as "conversion" over time. This is cold comfort to the other factions from which that material is being sourced. The amount and variety of matter collected is increasing over time, which implies that despite this philosophy, their power requirements are increasing or the efficacy of their titan is decreasing. What this will do to them over time remains to be seen.

Items of Interest

The **Transient Array** is a series of energy-absorbing panels placed along the trajectory of objects tossed. It's fairly piecemeal, having been largely scavenged or stolen from various colonies. TRANSCIENCE largely associates the lossy nature of energy recapture to this patchwork nature: indeed, as parts wear out constantly, it's hard not to blame it on that.

It's hard to properly see the **titan fragment** to analyze it, and TRANSCIENCE does not generally let others get close enough to look more fully. From the few scans that have propagated outward, the gravity field appears to be one tiny fragment of bone. It's unclear if that's the entirety of the Titan or if there's more to be found elsewhere. For their part, TRANSCIENCE believe that the Titan exists entirely in that central gravitational-well origin, and that all matter will eventually join it.

TRANSCIENCE's **recovery teams** are very subtle, typically: they do their best to avoid conflict as possible. This isn't to say that they won't do things that aggravate other home-ships, but rather that they favor stealth and avoidance over a bombastic, overt approach. It's less of a principled stance and more of a reflection of intent: unnecessary conflict wastes material that could be fed to their energy array.

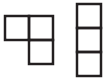
Signature Feature

TRANSCIENCE’s lamplighters are very cognizant of the conservation of energy. In line with their philosophies of stasis and maintenance in the moment, they’ve developed a type of shield generator that isn’t as efficient, but redirects absorbed energy to other ends.

H RECUPERATIVE SHIELD GENERATOR

CPC: 10

+2/-4 CPC if the mech is over/underpowered.
For every 3 CPC absorbed by Recuperative Shields, either your next attack has +1 ACC or you gain 1 Evasion until your next turn.

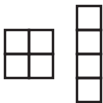


Conserve and redirect.

U RECUPERATIVE SHIELD GENERATOR

CPC: 15

+3/-6 CPC if the mech is over/underpowered.
For every 3 CPC absorbed by Recuperative Shields, either your next attack has +1 ACC or you gain 1 Evasion until your next turn.



Pay it forward.

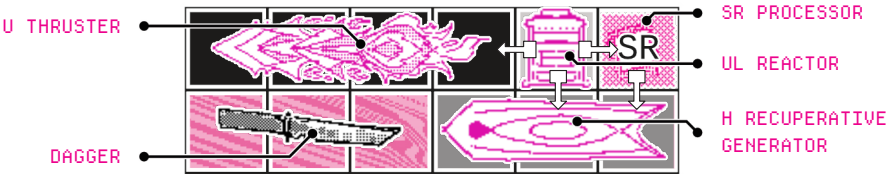
Spark Members

For every hostile, roll on the below table.

- 1-2. 1 Standard LF-TRANSIENT.
- 3-4. 1 Standard MN-SINGULAR.
- 5. 1 Standard UF-LOTUS.
- 6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

LF-TRANSIENT

An attempt to create a build as a fully self-contained system: it has no ammunition constraints due to relying on a melee weapon and tries to avoid any need for repairs through high speed and strong defenses.



-> **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

DAGGER



RNG: 0 // DMG: 3

Fast Melee: Make 3 hit rolls.
Crit: +1 DMG.



SR PROCESSOR

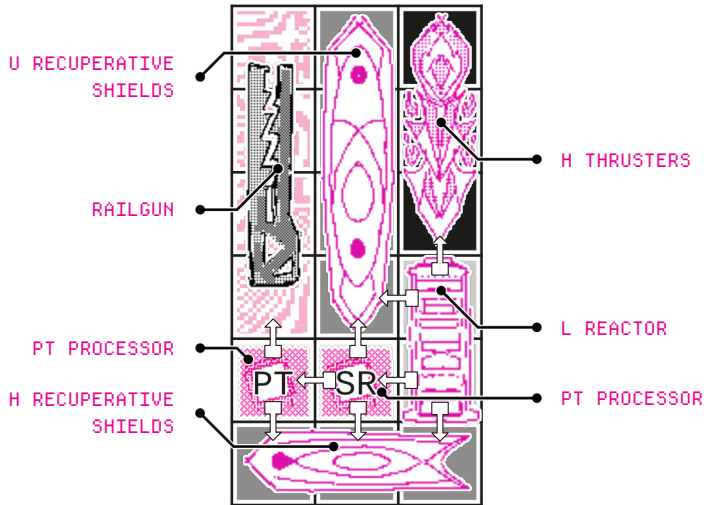


Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.



MN-SINGULAR

TRANSCIENCE understands the need for long range capabilities. As such, this build minimizes the number of shots it takes by employing high-damage, highly accurate weaponry and redirecting all damage absorbed to its use.



RAILGUN



RNG: 4-6 // DMG: 4

Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Triple DMG.

PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

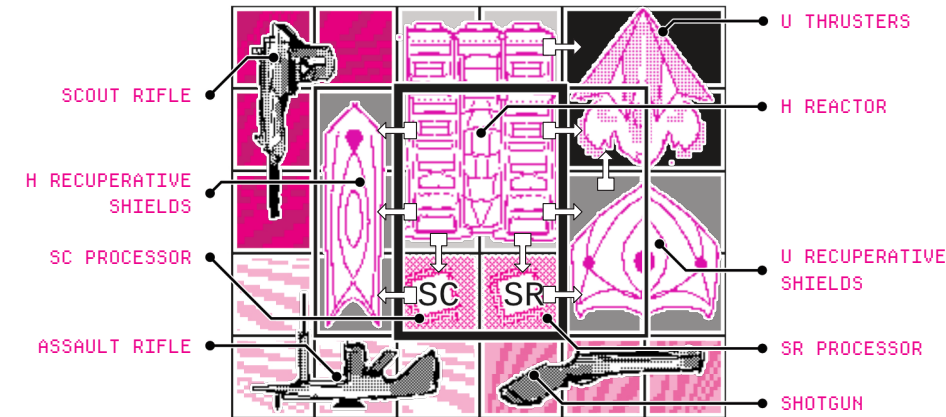
SR PROCESSOR



Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.

UF-REBIRTH

Sometimes a fair amount of matter must be expended for a greater amount to be obtained. This concept wasn't lost on TRANSCIENCE: this build is used only in the most important missions and employs high-output weaponry across multiple ranges.



-> **Elite:** Gain Trait: **Stable Fire Platform.** It has 3 Threat.

Stable Fire Platform: Add +1 ACC to Single-Shot, Full Auto, Explosive, and Melee attacks at the end of every turn. Reset this bonus if you gain evasion. If you don't move, all armor absorbs 1 extra DMG until your next turn.

SHOTGUN



RNG: 0-2 // DMG: 5

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.



Crit: Hit every adjacent square for 1 DMG.

ASSAULT RIFLE



RNG: 2-3 // DMG: 2

Full Auto: Make 3 hit rolls.



Crit: +1 DMG.

SCOUT RIFLE



RNG: 3-4 // DMG: 3

Full Auto: +1 ACC. Make 2 hit rolls.



Crit: +1 DMG.

SR PROCESSOR



Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.



SC PROCESSOR



Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.



The Virtuous Collective

PRUDENCE, JUSTICE, TEMPERANCE, and FORTITUDE were four home-ships that launched together from Earth, their creation and tandem launch funded by a multi-billionaire with the intention of keeping his family and friends alive. Through every generation until this one, they were mostly out of contact with other home-ships, keeping to themselves. This was probably not the best idea overall, because it produced the Virtuous Collective four generations later.

The Virtuous Collective is not particularly virtuous, nor are they particularly collective in nature. They are the collection of the remaining 15 families who boarded those ships - now calling themselves "houses", and styling themselves with sigils and noble bearing - spread across the 4 home-ships. Each runs a fief of their ship in a semi-feudal arrangement, theoretically answering to a council but largely left to their own devices. They spare no expense in displaying their riches to each other and to the rest of the universe, but struggles between Houses on the same ship, inter-ship squabbles, and the resulting alliances and betrayals are legendary for those who have heard of or dealt with them.

The production capability of the 4 ships they control - which are still intact, and many of which still bear improved original hardware - would be astoundingly powerful and dominant if it were put towards a focused cause. However, a large amount of that production capacity is locked up in internecine disputes, and their elaborate and storied dueling culture consumes so many mechs and pilots that the council has tried (unsuccessfully) to ban it. Most of their pilots were trained on the dueling grounds, and their military style has evolved to match.

Items of Interest

A **duel** starts with two Houses declaring a dispute. Sometimes these disputes are serious grievances, but sometimes they're more competitive in nature. One day after the dispute is declared, each House's champion reports to the arena with their mech, House colors emblazoned. Terms of the dispute are read, then the two mechs fight. These fights are declared won when one mech is disabled, but pilots frequently die or are heavily injured: sometimes accidentally, sometimes not.

House Montrant is one of the three Houses residing in JUSTICE, and one of the most politically present. They tout themselves as the true maintainers of Virtue - by Collective standards, they act honorably in public, and everyone knows of the various planetary holdings they lay claim to. But everyone knows they're full of it. No House can stay as prominent as they've been without doing something underhanded, and rumors always circulate about them.

The Knighthood is what the Virtuous Collective call their finest Lamplighters sent out to act upon its will. It's comprised of mechs from several Houses, clustered into Circles and directed to keep disputes internal. But when has any internal dispute ever stayed that way? Circles occasionally find themselves ambushed or disabled in ways that only make sense if another Collective member had passed on information to their enemies.

Signature Feature

The duels that take place in the Virtuous Collective usually feature medium and heavy mechs with heavy shielding. As such, their weaponry has adapted to match: a defining feature of their mechs is a curious kind of ornate stabbing dagger designed solely to short and overload shields. Due to its nature, has the curious distinction of being fairly effective against their own builds in the field, an irony which is likely lost on them.

MISERICORDERNG: 0 // DMG: 0

Strong Melee: +2 ACC. Traits that add to melee DMG do not apply to this weapon.

Overload: If this hits a shield, it sets the shield’s CPC to 0 and the mech takes 1 DMG for every 5 CPC removed (round down). If this was a direct hit on a shield generator square, deal the DMG (minimum 1) to that square instead of to the mech as a whole.

Crit: +1 DMG.

Deflect this.

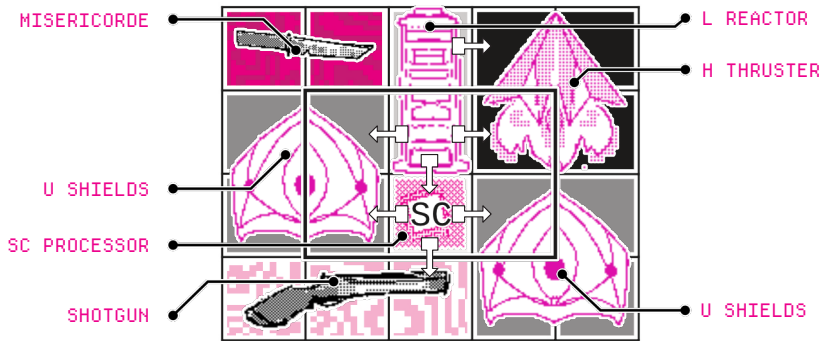
Spark Members

For every hostile, roll on the below table.

- 1-2. 1 Standard MF-SABRE.
- 3. 1 Standard MN-RAPIER.
- 4-5. 1 Standard HF-CLAYMORE.
- 6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. (Reroll if this comes up twice in a row.)

MF-SABRE

A common close-range dueling build, designed with the traditional misericorde and firearm combination for close-range anti-shield tactics.



- > **Standard:** Ignore the Armor.
- > **Elite:** It has 3 Threat.

U SHIELDS**CPC: 16**

+/- 4 CPC if the mech is over/
underpowered.
(Included above.)

SHOTGUN**RNG: 0-2 // DMG: 5**

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.

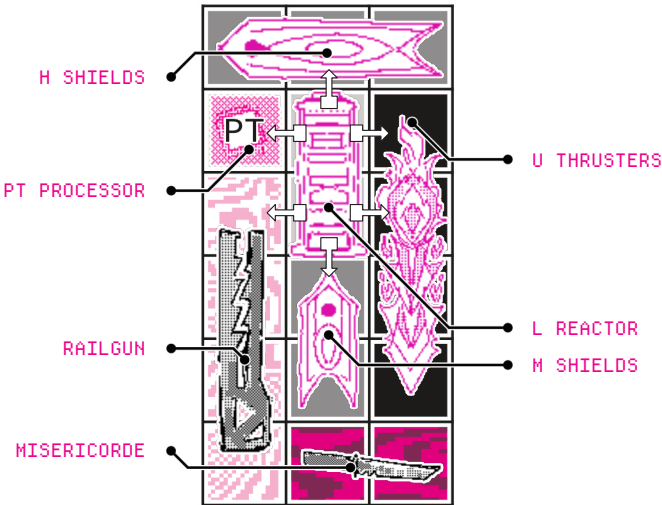
Crit: Hit every adjacent square for 1 DMG.

SC PROCESSOR

Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

MN-RAPIER

The lightest build that's socially acceptable for dueling, capable of handling short and long ranges. It's in high fashion at the moment, perhaps signaling a future acceptance for even lighter dueling mechs.



- > **Elite:** Gain Trait: **Zeroed In**. It has 3 Threat.

Zeroed In: +1 ACC to every single-shot weapon.

M SHIELDSCPC: 8

+/- 2 CPC if the mech is over/underpowered.

(Included above.)

H SHIELDSCPC: 12

+/- 3 CPC if the mech is over/underpowered.

(Included above.)

RAILGUNRNG: 4-6 // DMG: 4

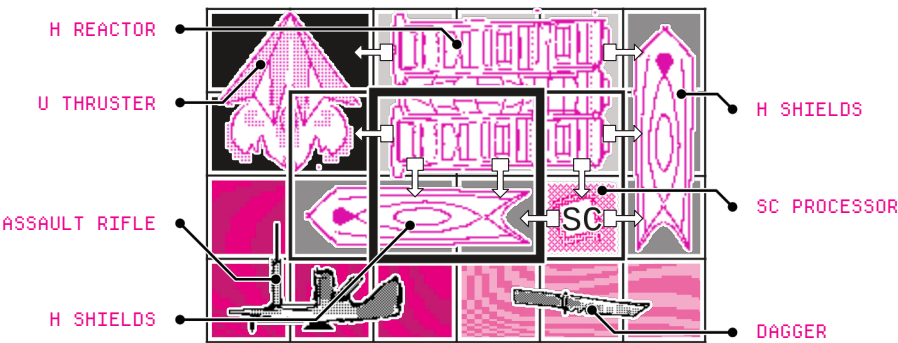
Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Triple DMG.

PT PROCESSOR

Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.

HF-CLAYMORE

Allegedly the build that all other dueling builds are patterned from, though the resemblance is scarce at this point. The current trends have largely moved on from it due to a lack of dedicated anti-shield tactics, but it still has its adherents.



-> **Elite:** Gain Trait: **Demolisher**. It has 3 Threat.

Demolisher: Add +1 to the number of Full Auto hit rolls, or +2 if the weapon makes 5 or more hit rolls. Melee does +1 DMG.

H SHIELDS

CPC: 15

+/- 3 CPC if the mech is over/underpowered.

DAGGER



RNG: 0 // DMG: 3

Fast Melee: Make 3 hit rolls.
Crit: +1 DMG.

ASSAULT RIFLE



RNG: 2-3 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.

SC PROCESSOR



Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

EnTEC

EnTEC (Endpoint Titan Extraction Company) is a company founded as the residents of the home-ship PEQUOD, but their agents frequent large home-ships as envoys. They're known for selling maintenance plans for a very peculiar kind of Titan-flesh that's very good for joints and similarly pliant membranes, harvested from a set of bizarre Titans that seem like formless masses more than bodies as such. They've incorporated a particularly odd marketing scheme: not just selling the product practically, but selling it from an almost-spiritual perspective of bringing the Titans' might to humanity.

EnTEC maintains their monopoly through trade secrets. Specifically, they suppress the fact that the flesh maintains life after removal from the Titan, changing properties erratically: they've developed an inhibitor that renders its properties fixed for a time. Factions that renege on their maintenance plans tend to have bizarre mech failures as a result, which is then more reason for others to continue to pay their perfectly reasonable maintenance fees. It's a fairly open secret that exposure to the flesh while it is "active" also "infects" people with a wasting sickness, and though there are precautions taken in the harvesting process, EnTEC's board has cut nearly every corner in favor of encouraging a religious bent, with the more spiritual among them treating the Titan as a divine test and consider falling prey to the sickness as a failure. Those who leave EnTEC often have stories to tell of people who gain their peculiar look - or are the story, if they've caught it.

EnTEC's Sparks are usually a combination of heavier mechs designed for use in harvesting flesh and light mechs with few defenses often piloted by religious hardliners who are nearing the end of their deterioration.

Items of Interest

EnTEC's **philosophy** is an odd one. In many ways it comes off as a marketing scheme more than a proper philosophy: talking about "bringing the Titans to humanity" is exactly the kind of thing that someone would say if they were trying to sell you something. Plenty of them seem to believe it, however: both the salespeople picked for their social graces and the engineers behind the scenes seem to have some degree of buy-in. It might just be a method of coping or a result of social pressure for many, though.

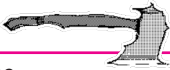
The citizens, crew, and workers of EnTEC often have a **particular look**. Those in the early stages simply seem a little too thin, like they aren't eating enough even though their appetite seems unnaturally high. At later stages, their skin scabs up with white, scaly growths, and they grow even more gaunt. Those nearly overtaken by it barely look human: they're too thin and too angular-looking, with barely a scrap of skin left. The less fervent among them try to hide their condition, or sometimes try to treat it to mixed results. The more fervent celebrate it, adorning and painting their new flesh and awaiting their ascension.

EnTEC's **Apotheosis** is their premiere Spark. It's comprised of EnTEC's best Lamplighters, a surprisingly light mix of two LF-HARPOONS and two LN-BOATMEN. As the name suggests, each of their pilots is well into the throes of deterioration: those who have seen them say that they do not look human anymore. Rumor has it that each of them has some degree of preternatural ability that helps them maintain their condition without fully succumbing to it: EnTEC does not say anything about them other than that they are the finest showcase of their excellent products and a shining example of what the Titans can do for humanity.

Signature Feature

EnTEC uses a very specific, trade-secret tool for loosening flesh from the Titan: a uniquely shaped tool designed to pierce through and get under the Titan’s enormous skin to lift it up. What they found very quickly after having to fend off attempted poachers is that it works on other mechs too.

FLENSER

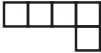


RNG: 0 // DMG: 3

Strong Melee: +1 ACC.

Flense: On a hit that damages the mech, rip up any armor or reinforced armor on an adjacent square of your choice and deal the same DMG to that square.

Crit: Instead of the standard Flense effect, trace a line 4 squares long away from the hit location. The line must be mostly straight, with up to one turn. Flense all of the squares in that line.



Gouge it all out.

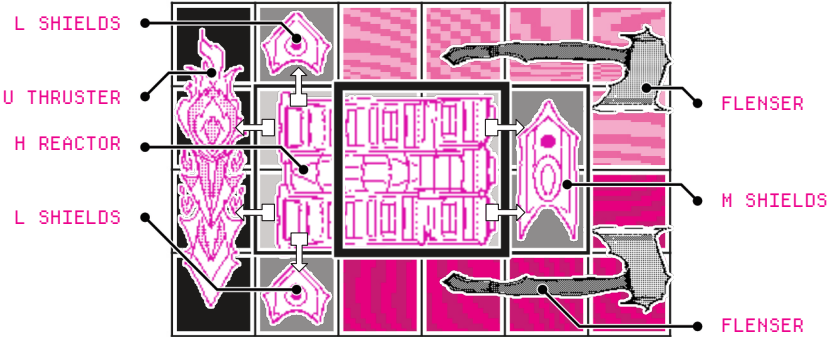
Spark Members

For every hostile, roll on the below table.

- 1-2. 1 Standard HF-CREWMAN.
- 3. 1 Standard LN-BOATMAN.
- 4. 1 Standard LF-HARPOON.
- 5-6. Upgrade a Standard to an Elite or the next Standard rolled becomes an Elite. Prioritize LN-BOATMAN or LF-HARPOON Lamp-lighters to upgrade. (Reroll if this comes up twice in a row.)

HF-CREWMAN

The original EnTEC build, designed to loosen Titan skin and bring it back to a hauler. Corporate directives don't leave room for other weapons: as such, these lamplighters rely on the tools of their trade.



-> **Elite:** Gain Trait: **Demolisher**. It has 3 Threat.

Demolisher: Add +1 to the number of Full Auto hit rolls, or +2 if the weapon makes 5 or more hit rolls. Melee does +1 DMG.

L SHIELDS

CPC: 5

+/- 1 CPC if the mech is over/underpowered.

☐

M SHIELDS

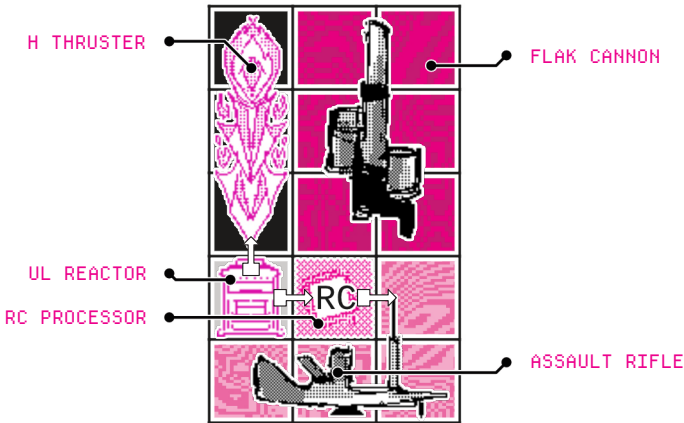
CPC: 10

+/- 2 CPC if the mech is over/underpowered.

☐☐

LN-BOATMAN

A newer EnTEC build originally designed to keep tiny Scavenger frames away from valuable Crewmen. They're typically given to less fanatical recruits.



-> **Elite:** It has 4 Threat.

In Sync: Increase the maximum range of all ranged weapons adjacent to a Processor by 1.

ASSAULT RIFLE



RNG: 2-3 // DMG: 2

Full Auto: Make 3 hit rolls.
Crit: +1 DMG.



FLAK CANNON



RNG: 4-5 // DMG: 2

Explosive: -10 ACC. Make 3 hit rolls. Hit adjacent squares for 1 DMG on a hit. Deal 1 DMG on a miss.
Crit: +1 DMG to all squares hit.



RC PROCESSOR

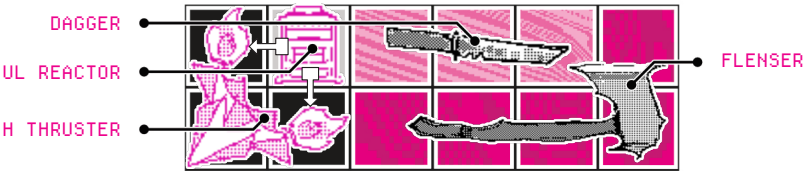


Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.



LF-HARPOON

The latest EnTEC build, designed to create an outlet for the increasing numbers of fanatical elements in the EnTEC home-ship. A spear thrown at the heart of whoever stands in EnTEC's way.



-> **Elite:** Gain Trait: **Streamlined**. It has 4 Threat.

Streamlined: Gain 1 Evasion for every 2 Zones you move per turn instead of every 3.

DAGGER



RNG: 0 // DMG: 3

Fast Melee: Make 3 hit rolls.
Crit: +1 DMG.

The Sleepers

The nature of reality has been up for debate since the dawn of time. Many have said that this reality has to be fake, that we are but living in the dream of someone else. Discovery of titans and psychic abilities has only amplified this: the reality of the fifth generation feels more unreal by the day.

The Sleepers are a cult that believes fervently that we are living in the dreams of some great Titan that's yet to be discovered...or sometimes a Titan that can't be discovered. Some of them claim to hear its voice, and with increasing awareness of the psychic potential of the human mind, it can't be ruled out. The cult has a surprising number of variants of this idea within their ranks with extremely different tactics, leading to extreme confusion by outsiders. Some in their ranks believe that everyone in the universe is a Sleeper, and thus must be cared for so they may wake one day, while others in their ranks believe that everyone must be woken up from this dream by force. None of these sects are in conflict with each other: rather, they find ways to declare every interpretation correct.

The more militant Sleepers do not terribly believe in self-preservation and have no compunctions about lethal force. Nobody actually dies in a dream, after all. As such, they frequently rely more on swarm tactics than elite forces.

Items of Interest

The **pacifist Sleepers** are beloved by many, giving them a very strong reputation by those who have only seen that half. They have various colonies set up on any stations that will have them from which they offer medical care, food, and other necessities. Those who impinge upon them being there often meet the other half of the Sleepers, but oftentimes it's not clear what the connection between the two is - if the offender even survives long enough to draw one.

The **militant Sleepers** don't attack with warning, typically. They hide away in disused stations and obscure home-ships: it's not clear exactly where. Each of them bears patterns indicating their specific sect, some of which are a handful of people large - leading to further confusion, as sometimes a home-ship that encounters militant Sleepers doesn't realize they're connected in any way. They tend to target those who target Sleepers first, but their pattern aside from that is hard to determine.

The **Awakening** is one of the more notable militant sects. As one of the more purposeful sects by Sleeper standards, they're the ones that keep the lights on for the rest. Unlike many of the sects, they don't strike arbitrarily or for revenge: they steal supplies as best they can for their fellow Sleepers, both so they can continue their charm offensive via offering supplies and their military offensive. They're is the "connective" tissue for most of the factions: the fact that they provide supplies to everyone involved draws a neat line between all of them if anyone is looking.

Signature Feature

The militant branch of the Sleepers have developed a kind of buoy that locks them in place that converts a mech into a terrifyingly powerful immobile platform. It's deeply impractical for most Lamplighters, as deploying it saps all of their reactor power, but for a cult who does not care about personal survival, it's highly effective.

STASIS ANCHOR

- Power-Hungry:** Powered. While this is activated, your Reactors count as if they were not powering anything other than this part. Cannot be used when Damaged.
- Anchor:** Deploy this to activate or deactivate it. (Deploying this must be the first action of your turn and may only happen once per turn.) While activated, this has several effects:
- Your Direct limit is increased to 12 (if normally 8) or 16 (if normally 10).
 - Melee, Full-Auto, Single-Shot and Explosive weapons gain +2 ACC.
 - Once per turn, you may Deploy or Attack with one weapon twice.



Dig in and let loose.

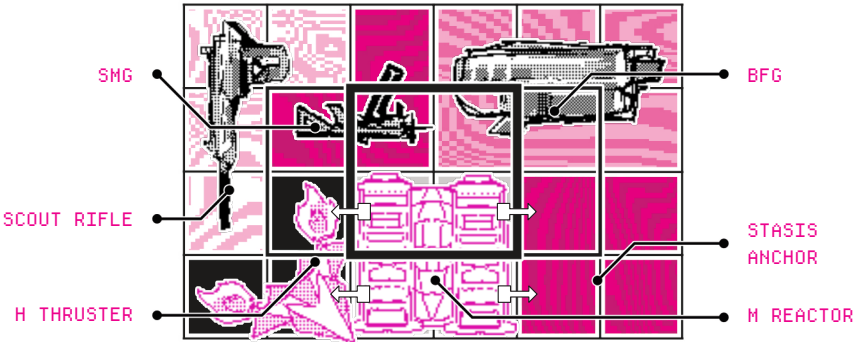
Spark Members

For every hostile, roll on the below table.

1. 2 Minion HF-PHANTASOS.
2. 2 Minion UF-ONEIROS.
3. 2 Minion UN-ONEIROS.
- 4-6. Upgrade two Minions to Standard, upgrade a Standard to an Elite or the next Standard becomes an Elite. (Reroll if this comes up twice in a row.)

HF-PHANTASOS

A relatively straightforward build concept with little in the way of survivability, made far more deadly for anything caught in range.



-> Minion: It has 12HP instead of 24HP.

SMG

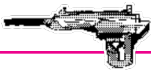


RNG: 0-1 // DMG: 1

Full Auto: Make 5 hit rolls.
Crit: +1 DMG.



SCOUT RIFLE



RNG: 3-4 // DMG: 3

Full Auto: +1 ACC. Make 2 hit rolls.
Crit: +1 DMG.



BIG FUCKING GUN



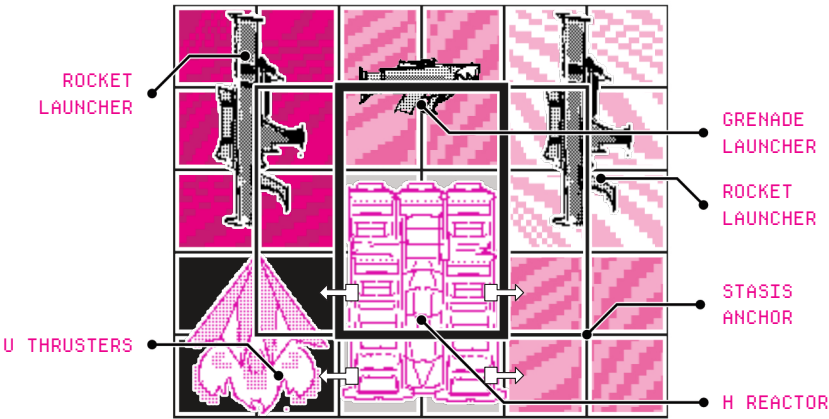
RNG: 2-3 // DMG: 2

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.
Crit: +1 DMG.



UF-ONEIROS

A build designed for brutally effective use of explosives towards anything in range.



- > **Minion**: It has 15HP instead of 30HP.

ROCKET LAUNCHER



RNG: 3-5 // DMG: 4

Explosive: -1 ACC. Hit adjacent squares for 1 DMG on a hit.

Crit: +1 DMG to all squares hit.



GRENADE LAUNCHER



RNG: 2-3 // DMG: 3

Explosive: -2 ACC. Hit adjacent squares for 1 DMG on a hit or miss. Deal 1 DMG on a miss that hits no adjacent squares.

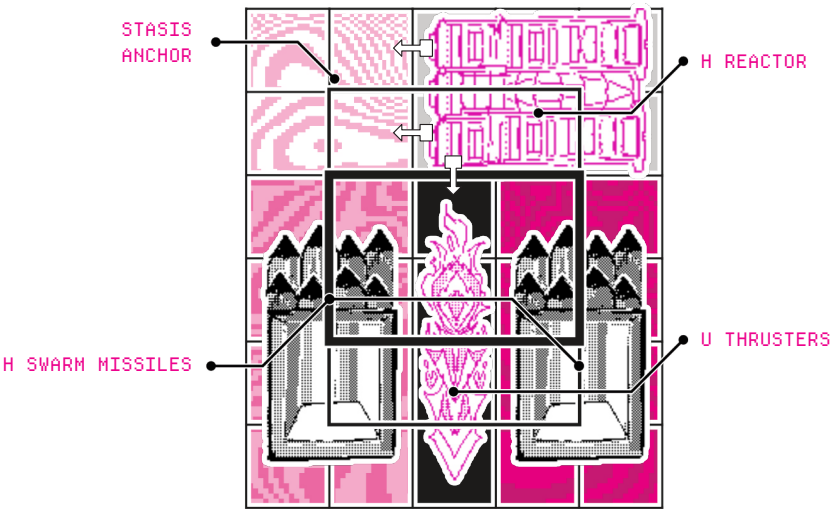
Splash: 1 DMG to others in the target's Zone.

Crit: +1 DMG to all squares hit.



UN-MORPHEUS

A build designed to unleash a terrifying number of missiles at the cost of any sensible defenses.



- > **Minion:** It has 15HP instead of 30HP.

H SWARM MISSILES



QTY: 8 // DMG: 3

Speed: 4 towards the target.
Crit: Hit every adjacent square for 1 DMG.



EXPLORATION

General Capabilities

Lamplighters pilot huge mechs designed at least partially for mobility. Even the largest ones can be expected to walk, run, jump, and even navigate zero-G by engaging thrusters. Generally you can be expected to have basic tools and capabilities at the very least, as well as some kind of sealed suit for going out in person.

There's a general-use public broadcast channel and all mechs are assumed to have some kind of loudspeaker capability. Whether or not talking it out works is heavily dependent on the motivations, desperation, and threat recognition of whoever they're fighting (assuming they're other people).

Using Attributes

Outside combat, you typically don't roll for anything. Instead, you can spend Attributes to do two things:

Establishing Details

Sometimes it's unclear based on the details given in a situation what could happen. They can either roll or pick which details table to use on p.166, then roll for the specific detail. Every entry asks a question or asks you to describe something: however you answer, that fact is true in the scene going forward.

Most of the aforementioned tables have a specific Attribute assigned to them. In the case where something hasn't been defined yet, Lamplighters need to spend a number of Attribute points equal to the number of Lamplighters in the Spark. This can be split between several Lamplighters or not at their discretion. If they don't or can't spend that many, whoever doesn't spend any describes one downside to the newly established detail per point unspent. (Tables that aren't keyed to an attribute spend whichever one makes the most sense for the answer to the prompt.) Everyone who spent a point adds to the detail and expands upon it.

Establishing details is especially useful as a lead-in for someone to take a risky action.

Take Risky Actions

Players should describe whatever kind of task they want to do. Then, everyone at the table comes to agreement as to what Attribute that falls under and if the situation as described supports that action:

Nerve: Tactical // Strategic // Technological // Systems

Flash: Fast // Reflexive // Aware // In the moment

Precision: Thorough // Nuanced // Mechanical // Details

Force: Direct // Stoic // Strong // Results

Then, everyone comes up with things that could go wrong as a result of this. Once that's done, the player chooses:

- ▶ If they spend 1 of that Attribute, whatever they were trying to do works without a hitch.
- ▶ If they can't or won't spend that Attribute, it works, but there's a complication. Pick one of those things that go wrong.

Where it concerns combat, taking risky actions has a few set general outcomes on p.168. You can of course improvise something that would make sense beyond this, but it's suggested that you aim for something comparable.

/// Example: Andromeda, Fatima, and Adebayo are approaching a set of scavengers ransacking a fuel storage facility, with several on guard in watchtowers. They all decide to spend 1 Nerve to establish a detail about the scavengers, and roll a 1: upon careful observation of their movement patterns, the scavengers have a blind spot in their patrols. This allows Andromeda and Fatima to each spend 1 Flash to quickly jet in during that gap. Adebayo doesn't want to spend Flash, so instead they spend 1 Force to barrel through. As a consequence, they accidentally spark a barrel of fuel, drawing attention and turning an ambush into a regular fight - but at least on the Spark's terms instead of the scavengers' terms!

Refreshing Attributes

Attributes that have been spent return at the end of a mission, when the Spark has had time to recoup their strength and be ready for the next mission.

Detail Tables

Roll or pick the table, then roll for a specific detail to establish.

1. Nerve

1. There is a pattern, rhythm, or alignment that stands out to you. How can you leverage it?
2. Your sensors are picking up unusual information. Which sensor is picking it up? What does this tell you?
3. You have access to local networked databases or equipment. What's on the network? How can you use it?
4. You've studied a scenario similar to this situation. Describe how it resolved and what you can replicate or avoid here.
5. You have deep knowledge of some piece of technology you encounter. What detail does your knowledge reveal?
6. Some logical conclusion occurs to you about the current situation. What did you realize that leads to that conclusion?

2. Flash

1. You notice something dangerous in the scene before it notices you. What opportunity does that present you?
2. The present conditions are extremely timely. Describe what is going on that creates an opportunity in this exact moment.
3. You reflexively react to something that just happened. What is that reflex from and how can that fact be used here?
4. Something just entered the periphery of your sensors that nobody else has yet noticed. How does it change things?
5. An object or mech happens to be in a convenient location. What does its placement allow you to do?
6. You know a precise location for you to be that would help you with your aims. What will being there let you do?

3. Precision

1. You notice an opening or flaw: physical, tactical, technological, etc. What is it and how can you exploit it?
2. You notice some technology in the scene is particularly archaic or worn-down. What does it allow you to do or know?
3. Something in particular stands out as being odd or unexpected in the scene. What is it, and what does it tell you?
4. There's a subtle detail in something here that you catch. Why is it so well hidden, and what does it mean?
5. Something here would provide suitable cover or shelter. Describe what that tells you or how you could use it.
6. The alignment of this location drew your attention to something in the scene. What is it and what can you gain from it?

4. Force

1. Some superior quality of your mech, something that puts you a cut above most, occurs to you. How can you use it here?
2. Something here is primed to create an explosion, electrical outage, failure, etc. Describe its effects in the situation.
3. Some kind of weaponry is present and operational in the scene. How can you bring it to bear, if at least temporarily?
4. You realize something in the scenario has been distracting you and figure out how to ignore it. What do you now notice?
5. You figure out a way to cut through some sort of complicated process. What process is it and what's the shortcut?
6. Some infrastructure or environmental condition here is ready to collapse. How would you do that and what could it get you?

5. Faction

/// Can be overridden by faction tables

1. You're familiar with faction-specific technology that's present. Describe a property you can exploit or mitigate.
2. You've worked with or fought alongside this faction in the past. How did that play out? What did you learn from it?
3. You have some negative history with this faction. What kind of flaws do they expose as enemies?
4. This faction has some tactics or practices that you're familiar with. How does it matter here?
5. When dealing with this faction, you know of a particular tactic to use against them. What is it?
6. This faction knows who you are in particular. What did you do to get their attention? How does that change things here?

6. Environment

/// Can be overridden by environment/
scenario tables

1. You are able to map or get a good grasp of the location. Describe something that you would have otherwise missed.
2. You have access to a high point in the area. What can you see that you couldn't otherwise see?
3. You see that a building, cavern, or other opening in the vicinity is concealing something useful. What is it?
4. The local weather is turning and you have advance notice. What changes will the weather shift bring?
5. Someone (or someone else) has been present in the vicinity recently. What did they leave behind that you can use?
6. Area scans with a thermal scanner have turned up some unusual results. What does it tell you?

Risky Actions

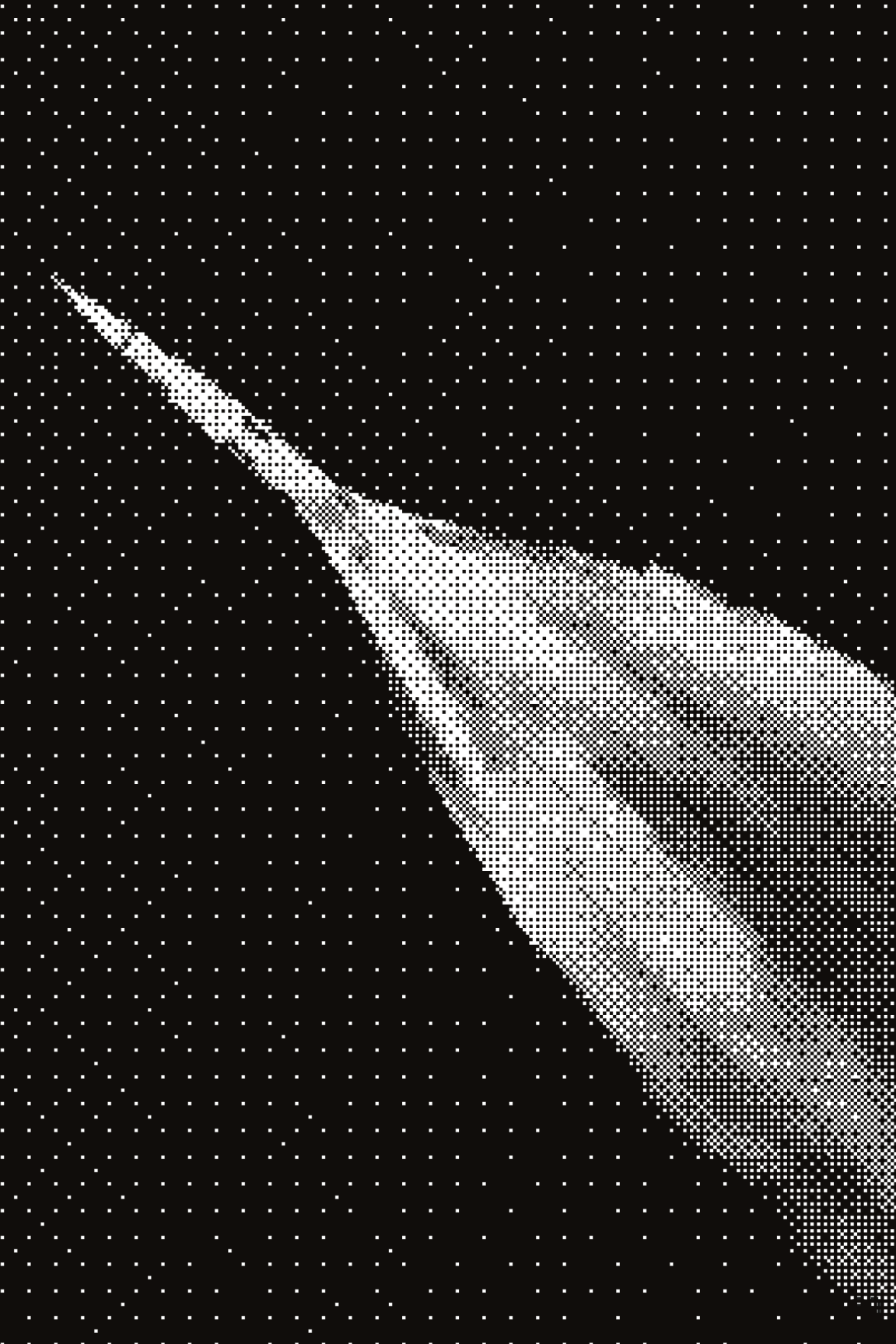
When taking a risky action out of combat that affects enemies, roll on the chart below for the effect:

1. Take out one Minion in the scene, halve a Standard enemy's HP, or reduce an Elite's HP by 1/4.
2. You can launch an ambush (everyone acts first in round 1).
3. You can start combat between 2 and 8 Zones away.
4. You give all enemies -1 ACC on the first round.
5. Your Spark all has +1 ACC on their first round.
6. Your Spark reduces all incoming damage by 1 on round 1. Treat this as being like (and stacking with) Armor.

Complications

When taking a risky action without spending an Attribute, the group should come up with a complication. If you all can't think of something, choose or roll from the following:

1. Something hostile in the area is alerted to your presence (or if they're already aware of you, they attack first in combat).
2. Your mech takes a hit or is damaged somehow, removing 10% of their HP (round down).
3. One random part is disabled for one round of combat.
4. You have -2 ACC for one round of combat.
5. Enemies gain +1 ACC against you for one round of combat.
6. Your mech's armor isn't working for one round of combat (or if it has none, you take +1 DMG this round).

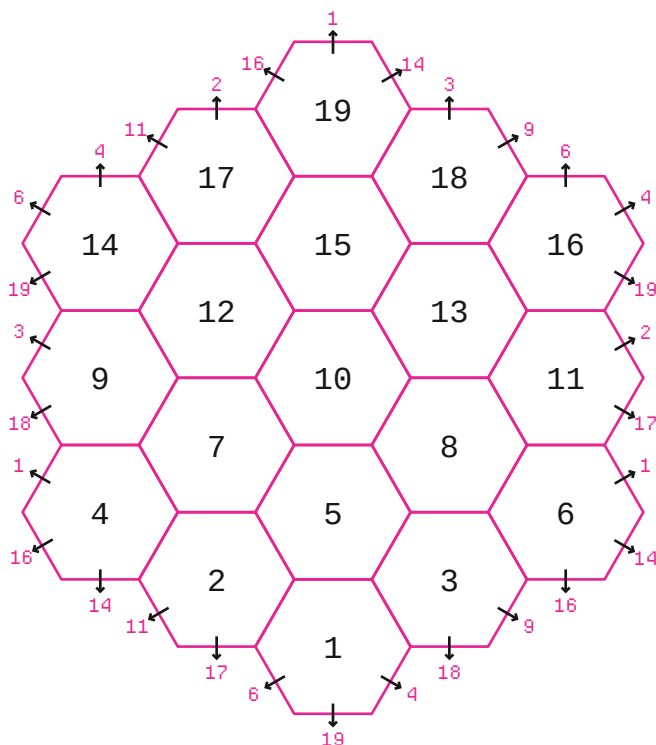


MISSIONS

Take that hill. Or station, or moon.

Mission Hexflowers

The series of events that makes up a mission is known as a **mission hexflower**. It looks like this:



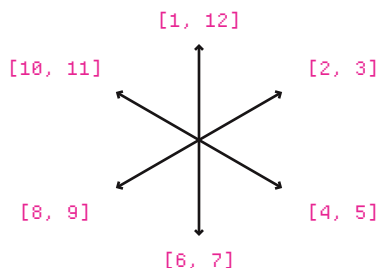
Every hex on the hexflower represents an **event**: the mission hexflower has 19 events, labeled 1-19. This doesn't represent a physical space so much as a randomized course of things that can happen during a mission. Rather than the shape of the hexflower, the list of events is what changes between missions.

Event Rolls

A given event can just be opportunities for roleplaying, or it can prompt you with a situation to react to - which can include combat. You always start a mission at Event 10. Afterwards, mark it on the hexflower if it's something that feels like you've sufficiently "completed" it. Then, if any actions were taken, obtain a modifier depending on the methods if any (adding multiple mods together if multiple things were done):

- > With combat: the number of rounds spent (maximum **+3**).
- > By spending **Force** for a Risky Action or to Create a Detail: **+2**
- > By spending **Flash** for a Risky Action or to Create a Detail: **+1**
- > By spending **Nerve** for a Risky Action or to Create a Detail: **-1**
- > By spending **Precision** for a Risky Action or to Create a Detail: **-2**
- > By spending **Psychic** for a Risky Action or to Create a Detail:
Treat this as the closest Attribute to the description.

Once you have your modifier (or 0, if no particular actions of note were taken), roll 2 dice and sum them with that modifier: no less than 1, no more than 12. This is known as a **Mission Roll**. Then, consult the diagram to the right.



On the hexflower, move in the direction indicated by the number. If this would move you off of the edge of the hexflower, loop around to the hex on the direct other side of the hexflower in the direction moved (numbers indicated by arrows coming from the edges).

When returning to a marked Event, you have a few options. You can try to think about framing it with different circumstances. If you'd rather, consider instead taking the opportunity to advance the previously resolved event to the next logical scenario, treat the roll as the next closest roll and go to that event instead, or reroll.

Some events might align with your mission objective. If so, feel free to claim it does! Once you've completed your objective, the mission is complete. If your Spark is too compromised to continue, you can also withdraw at any time: this will fail the mission, but in the long run, what's one mission's result compared to living? (You might annoy a client faction or deprive your home-ship of something, though.)

Encounter Disposition and Factions

Some events assume encounters with factions. There are four listed **dispositions** of these encounters:

- > **Hostile (H)**: Will shoot (slash, launch, etc) on sight.
- > **Neutral (N)**: Will help you if you help them and will go hostile if you hinder them.
- > **Amiable (A)**: Will help you out if asked. Note that two factions that are Amiable to you might not be so amiable to each other!
- > **Unsure (U)**: Roll a die for every event you encounter like this: 1-2 is Hostile, 3-4 is Neutral, 5-6 is Amiable.

Whenever you encounter a faction on a mission, to pick one at random, roll two dice with one as the "tens" and one as the "ones" and compare to the chart below:

11. Scavenger	41. The Virtuous Collective
12. INFINITY	42. EnTEC
13. Reverie	43. The Sleepers
14. Sons of Spiros	44-46. A random faction you have a Rivalry with, or reroll.
15. Fleet of United Ships	
16. Neon Witch Network	
21. The Circle of Leviathan	51-56. If the Disposition is Amiable, a random Supportive/Allied standing faction. Otherwise, a random Unfriendly, Aggressive, or Rivalry standing faction. (If you have none of those, reroll.)
22. The Society of Record	
23. RECURSION	
24. ScrimCon	
25. Greeneye Gang	
26. Those Who Open The Gate	
31. Foresight	61-66. If the Disposition is Hostile, a random Unfriendly/Aggressive standing faction. Otherwise, a random Supportive, Allied, or Rivalry standing faction. (If you have none of those, reroll.)
32. INTREPID	
33. Ordo Celeritatis	
34. Corvus	
35. The Archive	
36. TRANSCIENCE	

Sometimes an entry will call for a specific faction or to roll hostiles from general colony/station or general home-ship. In that case, don't roll, just use the listed faction or list.

Dark Matter encounters represent things from beyond, manifesting as your worst worries. Pick a random Unfriendly/Aggressive faction: they've manifested as a Spark of that faction.

You can encounter up to one Faction per default Disposition: so each Event labeled Neutral is the same Faction, each Event labeled Amiable is the same Faction, and each Event labeled Hostile regardless of how that shifts based on the faction's feelings towards you (see p.35 for more info). For Unsure events, they're whichever one of those you happen to roll.

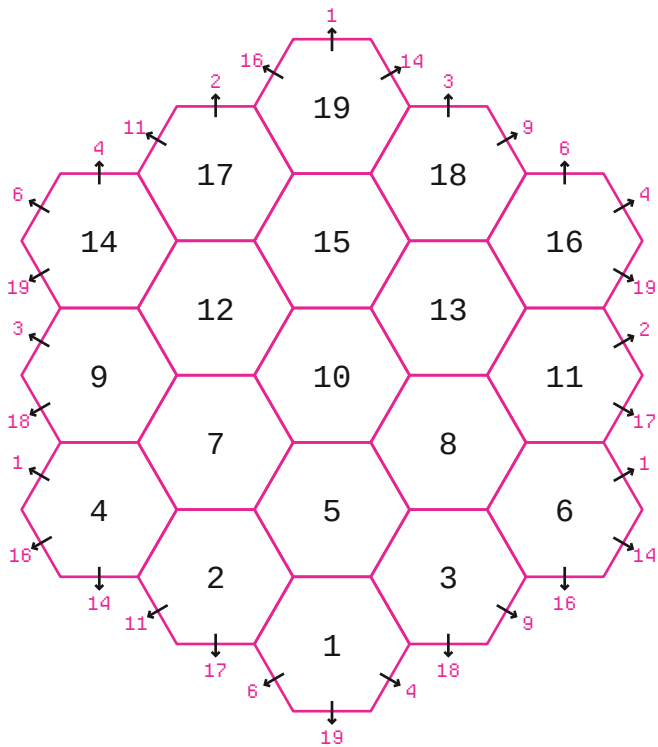
/// Example: Adebayo, Fatima, and Andromeda are on a recon mission. They have a Neutral encounter first: they roll for faction and pick INFINITY. INFINITY is Aggressive towards them, so the disposition of that encounter switches to Hostile for the purposes of interaction: INFINITY knows what they're all about and their Sparks won't wait to start attacking. Every "Neutral" disposition encounter in this mission, including Unsure events rolled, will be with INFINITY. Later, they have an Hostile encounter. They encounter the Scavengers, with whom they have a Supportive relationship, so that becomes Neutral instead: any "Hostile" disposition encounters for the rest of the mission will be with those not-so-Hostile Scavengers.

Mission Objectives

1. **Recon:** Scout the area for a future objective.
2. **Combat:** Defeat a target.
3. **Resources:** Obtain a valuable resource.
4. **Recovery:** Find an object, person, or mech.
5. **Exploration:** Find something rumored or sensed.
6. **Diplomatic:** Meet an ally.

Debris Field

Old battlefields, ruins of old home-ships, and former colonies drift in space. Nobody would go here on purpose unless they had to. But sometimes these catch smaller ships, attract scavenger crews, or bring in home-ships looking for something in particular.

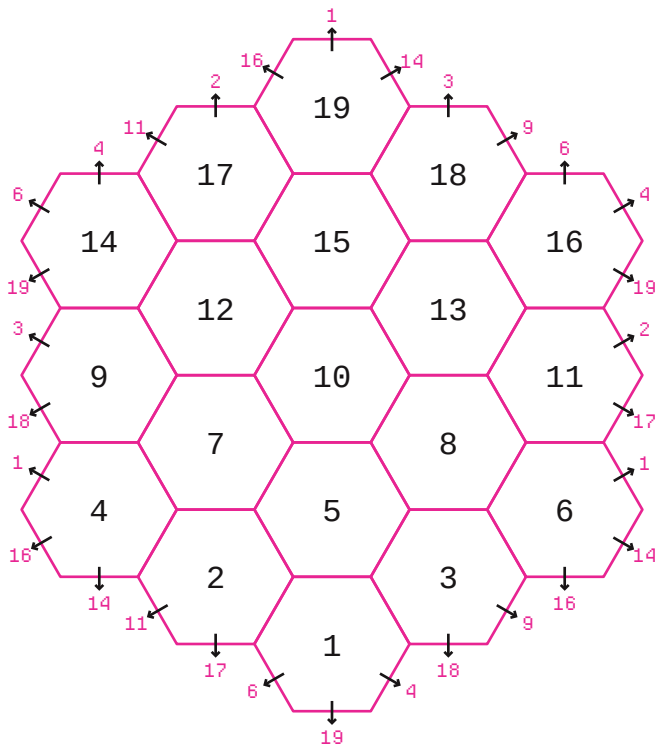


Events

1. A home-ship (U) is spotted.
2. You receive a distress signal (A) from within the debris field.
3. An asteroid hurtles towards your Spark.
4. A small ship (U) enters the debris field.
5. Recent wreckage (U) is spotted amongst the debris.
6. A friendly support ship (A) is being evacuated.
7. Another Spark (H) lies here in ambush.
8. You can see the remnants of another Lamplighter's Frame.
9. You can see another Spark (N) patrolling in the distance.
10. Scrap metal and asteroids and other space debris surround you.
11. Sensors are overwhelmed by a drastic change in neighboring debris.
12. You spot a mining operation on a Titan amidst the distant debris.
13. A pod of space whales deftly weaves through the debris.
14. A Spark (H) is here trying to pick a fight.
15. A space whale poaching ship slowly and silently passes by.
16. Something damages the comms for several minutes.
17. A darkness encroaches, slowly blotting out the stars.
18. You have attracted the attention of something inhuman.
19. You find a ship (N) requesting assistance from you.

Large Colony

Colonies that are well-established are sometimes independent, but just as often (if not more often) they've been established by or are under the protection of a Home-ship or faction - or multiple, as the case may be. Usually a big colony or station means there's resources worth plundering, it's a strategic location for gathering forces, or a person or place here is worth the visit.

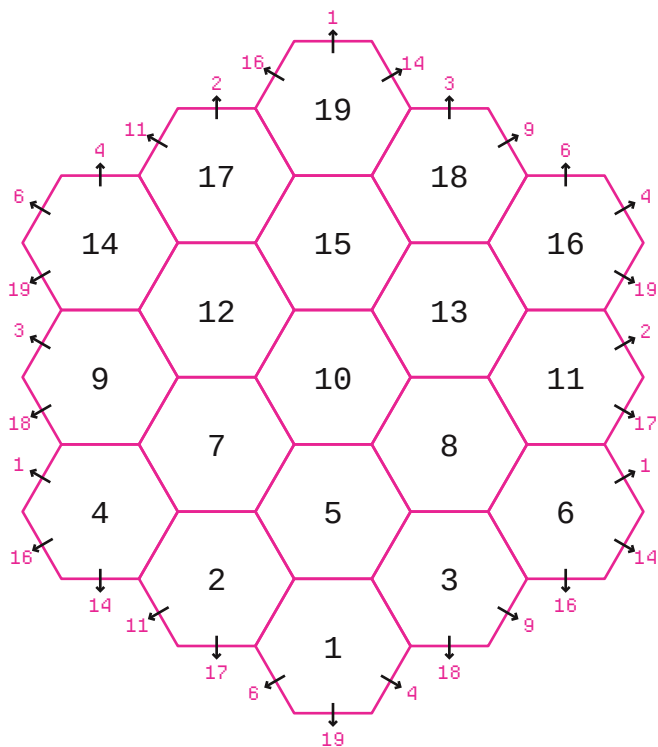


Events

1. A field of minerals with people hard at work harvesting them.
2. A train line is here connecting two denser areas.
3. A Spark (A) is calling for help against another Spark (U, if you roll A it's a mutiny within the ranks) attacking a structure here.
4. A convoy of civilians flanked by a Spark (H) carries the colony's output to a waiting ship on a landing pad.
5. Signs of a recent attack scar the colony here.
6. Local forces (H) muster to expel you from the colony.
7. This area is under construction as the colony continues to expand.
8. A small hydroponic farm sits here, stacks of crops visible through windows and vehicles bringing water in or crates out.
9. Buildings here have recently been damaged, and repair crews swarm them to try to mitigate it.
10. From this vantage point, you can see the main workings of the industrious colony.
11. Another Spark (A) is refueling here on the way to another colony or their Home-Ship.
12. This section of the colony has been abandoned to neglect.
13. A sort-of farm is here where workers are raising livestock.
14. A parade of vehicles celebrating something or other, flanked by a Spark (N) as their honor guard.
15. Lodging is lined up in neat rows. Residents watch as you arrive.
16. This part of the colony is a dense city block. People going about their day run upon seeing you.
17. A meteor has carved a crater into the colony. It goes too far down
18. A shuttle from a nearby home-ship (U) is docked here, either picking up or dropping off. The home-ship is visible in the distance.
19. This part of the colony is quiet enough that you can hear something underneath stirring.

Titan Surface

The dead gods that float in the void are frequently staging grounds for Home-ship operations. Oftentimes this focuses on obtaining Titan materials, either through extraction or theft, but anything can happen near a Titan: stranded home-ships are often in physical or metaphysical peril, Lamplighters expose themselves as they escort delicate operations, and the irregularity of the surrounds can cover for a covert rendezvous.



Events

1. Untouched bones protrude from the skin of the Titan. There is an ongoing fight between two Sparks (N, H) around them.
2. You spot habituation domes housing miners, defended by drones.
3. A large, open eye appears on all screens and radars for several seconds, obscuring your vision.
4. You find something that was clearly half-excavated and then hurriedly abandoned.
5. An long-abandoned frame lies in a meat-crater. It twitches.
6. You hear screaming that somehow echoes between the stars. A massive hand reaches for you. Gain a Premonition.
7. You find a mining outpost on the Titan, drills and other machinery throwing viscera. There is a Spark defending it. (N)
8. Shadows begin to pull at your frames, tugging apart the metal shell to reveal the pilot's flesh inside. (H, Dark Matter)
9. It is raining spinal fluid. In the drizzle on your cockpit, you see someone else's memories.
10. Radio static appears, sounding more and more like crooning as time passes. A voice tells you to delve deeper.
11. Something mecha-shaped moves in the distance, but it does not answer hails.
12. Abandoned mining outpost. There is as much spilled oil and shattered machinery as there is blood and gore.
13. You feel a heartbeat that is not your own. Gain a Premonition.
14. A set of habituation domes are under attack by a Spark (U).
15. You receive a distress signal from a ship (A) attempting to leave.
16. As you pass over a feature of the Titan, each frame shuts down briefly before sputtering back to life - with hostiles inbound. (H, you are ambushed)
17. A strip-mined pit into the Titan, its depth unfathomable, is here.
18. The titan twitches. Your sensors go haywire for several minutes.
19. A group of miners rush towards you, waving a makeshift white flag. Your sensors are warning of high, localized radiation.

Quick Mission Generation

If you want to run a quicker, less complicated mission, you can use the below guidelines instead.

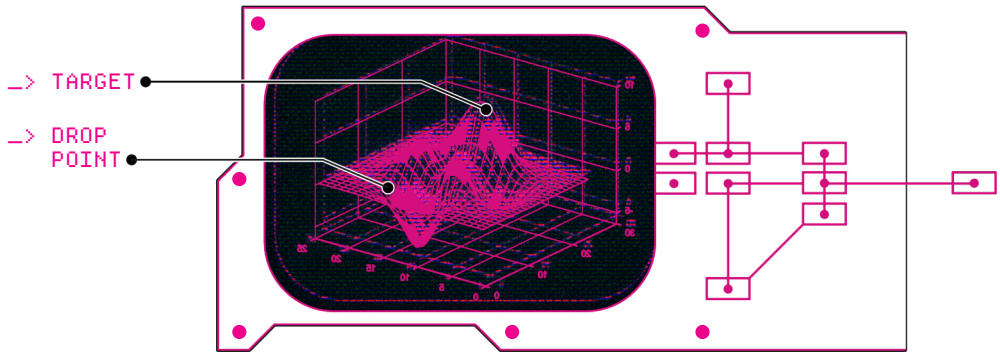
Who

/// Roll on the faction's encounter table: Once per Lamplighter for a normal encounter, 3 times per 2 Lamplighters for a challenging encounter, twice per Lamplighter. When rolling for multiple factions, subtract 1 from the number of Lamplighters.

1. Scavengers.
2. A random non-Scavenger faction.
3. A non-Faction associated Home-Ship (name it and use the general lamplighter table).
4. Use the general colony/station table.
5. Roll again twice, rerolling any further 5's or 6's. They're fighting each other when you arrive.
6. Roll again twice, rerolling any further 5's or 6's. They're unexpectedly working together.

What

1. Large shipment of medicine.
2. Nuclear power cells.
3. Mine in fluctuating territory.
4. Ammunition manufacturing plant.
5. Domed farmland.
6. Research station.



Where

1. Meteor, icy and in flux
2. Moon, pockmarked and cratered from impacts
3. Small Planet, fortified and full of structures
4. Space Station, cramped and technological
5. Abandoned Home-ship, hiding secrets and surprises
6. Titan, uncomfortable and uncanny

Why

1. To assist your home ship.
2. To take away from another faction.
3. To reclaim territory.
4. To gain power.
5. To gain fame.
6. Because you were told to. No questions asked.

Power Vacuum

/// This is a mission with guides built in to teach you how running a mission generally works. Someone should read text indicated as the below aloud if playing by voice, or everyone should read it on their own if playing by text.

Somnia, the 3rd moon of a Titan, once supported a colony around a deeply-bored lithium mine. As Titan's slow orbit brought it a little too close to a nearby star, the radiation that ended up trapped in the moon's strange atmosphere was too much for habitation: the colony was abandoned and largely left behind.

This would normally just be trivia, except our sensors have picked up a huge thermal signature on the surface, suggesting that the colony's power plant is still active. If it's still active, odds are its power cells are still active too, and we could really use those.

The shuttle will drop you off in the colony proper and wait. The rest is up to you. Expect anything: the radiation clouds will prevent most contact once you've landed.

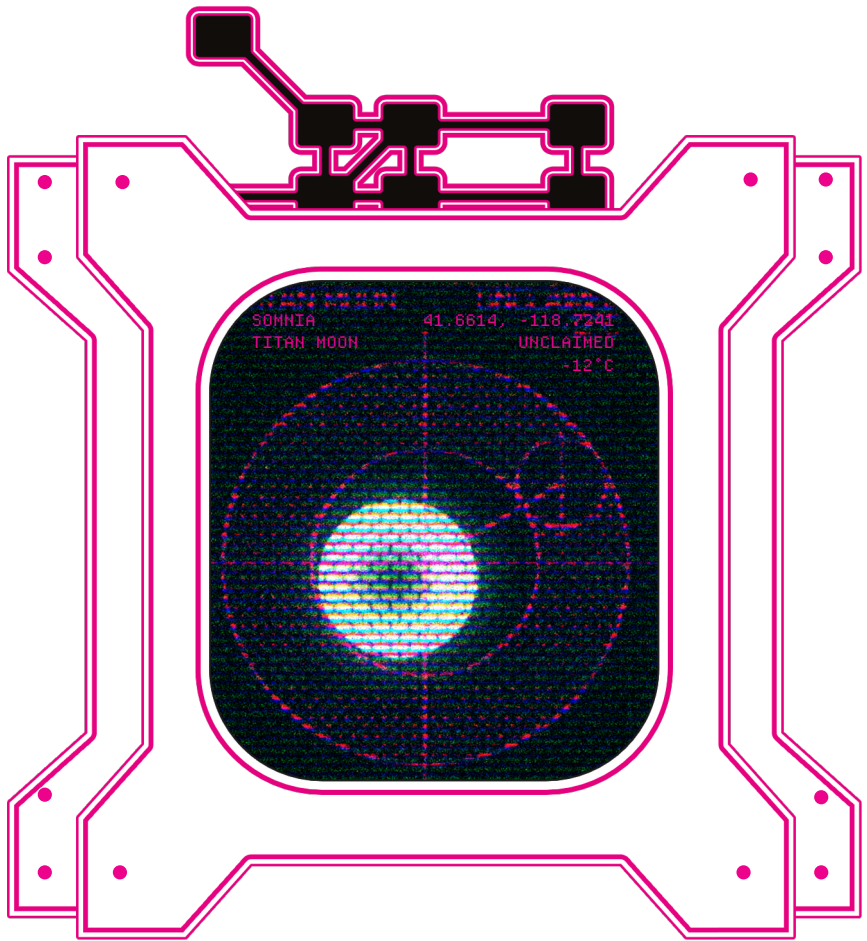
Arrival

/// Do some quick character creation for each mech and establish the basics. Roleplay a briefing or some pre-mission banter if that's how you feel your Lamplighters would interact with their home-ship or each other. Then, read the following:

The colony was never a prize to begin with. Its habitation center didn't look much better when it was hastily stripped for valuable parts and abandoned, and time has not been kinder to it since then.

Your shuttle is docked at the former landing pad, awaiting your return with the power cells. You have a vague grasp of where the power plant is, but your communication with the home-ship is cut off, so you can't expect much in the way of mapping. You'll need to figure out how to get there, Lamplighters.

/// Come up with a few descriptions of what you all see. When you're ready, someone should Establish Details (p.164) to determine what you find that leads you where you need to go. The table on the next page replaces the Faction table for this section.



5. Colony

1. How is power transmitted from the plant to the landing pad and habitation area, and how can you use that information?
2. What transit paths (roads, rails, etc) are still present and where can they lead you?
3. The prefab construction provides some insight. What does it tell you about the structures here?
4. You find a map of the colony. What location does it reveal that surprises you?
5. You find some electrical schematics. What hidden or unexpected system do they reveal?
6. Automated messages are still being transmitted from part of the colony. What are they telling you that you can use?

Power Plant Defenses

The plant looms before you, massive cables heading towards a deep crevasse you can only assume is the quarry. It seems active, and so do its defense systems: periodically twitching turrets, patrolling drones, and/or patrolling hovertanks dot the plant's grounds.

/// Roll a few times on the table below to determine what's there: once per Lamplighter for a normal encounter, three times for every two Lamplighters for a challenging encounter, and twice per Lamplighter for a hard encounter. Reroll anything you've already rolled.

If you want to Establish Details prior to fighting those defenses, feel free to do so! You can still use the Colony table established prior, and you may swap out the Power Plant Area below for the Environment table. Those Details can lead to Risky Actions as well to give yourselves advantages: roll on that table (p.168) if you take any of those to see what the advantage is, then come up with a reason that makes sense.

Encounter: Automated Plant Defenses

1. 2 Minion Drones.
2. 2 Minion Drones.
3. 2 Minion Turrets (place them 3 zones away from each other).
4. One Standard turret (placed 3 zones away from one other turret if there's more than one)
5. One Standard Turret
6. One Standard Hovertank. If this gets rolled twice, upgrade the existing Standard to an Elite.

6. Power Plant Area

1. How would the colonists have bypassed defenses to gain access to the plant? Can you do the same?
2. There must be some kind of local override failsafe for the defenses. How do you access it?
3. One of your sensors picks up a power coupling to drone/hovertank chargers or turrets. What would destroying that do?
4. Years of neglect created some kind of defect or flaw in the defenses' programming. What is it and how do you discover it?
5. Describe the area between the plant and the quarry. Is there something that connects the two that you can use?
6. The radiation clouds are stronger around the plant and quarry. What's attracting them and how is it affecting the defenses?

The Vultures

As you secure your prize, you start to see a disturbance from the quarry. Several Scavenger-build mechs of varying quality crest the edge into sensor range. You would have to guess they were planning an assault to capture the power cells themselves.

/// Same procedure as before, only this time you can swap both of the Faction and Environment tables with the tables presented on this and the previous page.

You can always try to resolve things without violence if you've established a detail: in this case, your Risky Actions might be reflavored as arguments to win over one Minion, two risky actions to win over a Standard, or four to win over an Elite. Complications in this case might be them asking for some in return. Justify in the narrative what you say (or what you offer them) that convinces them to leave if you do so!

If there's one Scavenger left in the fight, they'll try to escape.

Encounter: Scavengers

1. 2 Minion LF-GUNSLINGERS.
2. 2 Scavenger-salvaged Minion Drones.
3. 1 Standard LF-GUNSLINGER. If this gets rolled twice, upgrade the existing Standard to an Elite.
4. 1 Standard LN-ENGINEER. If this gets rolled twice, upgrade the existing Standard to an Elite.
5. 1 Standard MF-TROOPER. If this gets rolled twice, upgrade the existing Standard to an Elite.
6. 1 Scavenger-salvaged Standard Hovortank. If this gets rolled twice, upgrade the existing Standard to an Elite.

5. Scavengers

1. They want the power cells, but you know they'll settle for less if you have something to offer.
2. They don't look like they expected to deal with a Spark. You could probably get the less experienced ones to run.
3. Their ship is on your sensors opposite the quarry. How can you use that to your advantage?
4. It looks like one of their mechs is even more cobbled-together than usual. How could you push it over the edge?
5. Something about the way they approach indicates that they've been preparing something in the area. What is it?
6. What have they been doing in the quarry while preparing? How can you use that to your advantage?

/// End with a debrief or post-mission banter.

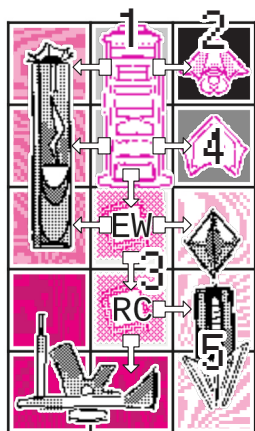
A deconstructive construction guide to the center of your universe:

THE GRID

The Grid is the core of every Lamplighter. It not only depicts what the frame is equipped with, but its durability, measured in Hull Points, and how difficult it is to hit. The shape of the grid itself can tell others what frame you're using. When parts of the grid are damaged or destroyed, you know exactly what on your frame is still functional. Adjacent connections between parts are represented by a small arrow and box icon (⇨). These icons mean that the part with the box affects in some way the part it is pointing to, whether through bonuses or power.

1. The most important part of any grid is the **Reactor**. (p.196) You can't deploy without at least one, and when the Reactor is destroyed, you eject or die: your frame is no longer functional, and you are no longer the Lamplighter duo - just a lonely pilot. The Reactor powers the other parts of your frame, from the thrusters and shields, to the processors and electronic weapons. Most weapons do not need to be

powered, and if they do, it will be listed in their stat block. If part of a reactor is damaged, that section usually stops providing power.



When you place a reactor on your grid, it is beneficial to place it around shields, or at least partially under armor on frames that are armored. This reactor in the example was placed in a central location, where it has room to touch all required parts.

Reactors installed in a mech must be at minimum one size lower than the mech. Shield Generators are weaker if your mech is underpowered (largest reactor is smaller than its size) or stronger if overpowered (largest reactor is bigger).

2. **Thrusters**, (p.197) move your frame if they're the right size. Too small, and they can't keep up: your Move action moves you -1 Zone per every size smaller than your Frame (including barely at all if too small, not present, or destroyed). Bigger, and you'll go faster than you ever dreamed: your Move action moves you +1 Zone per every size bigger they are than your Frame. Thrusters must be powered. Ultra Thrusters can be combined to move even faster yet.

3. **Processors** (p.198) are not essential, but provide bonuses to and extend power parts they are placed next to. You can have more than one processor, and different processors can affect the same weapon at the same time. A Processor must be powered. In this example, the RC processor is powered by the EW processor. Chained processors share all of their effects among parts touching any of them.

4. Another nonessential part is the **Shield Generator** (p.200). The shield generator covers orthogonally adjacent squares on the grid, negating damage until it runs out of capacity. Its value for protecting sensitive parts, such as the Reactor, can't be overstated. The Shield Generator must also be powered. The LN-VIGIL in the example is equipped with a Light Shield Generator, which covers the top square of the Reactor and the top square of the ECM Generator. Some weapons ignore shields or deal more damage when hitting shields.

5. **Weapons** (p.188). Lamplighters are almost always equipped with weapons: they would be hard pressed to defend themselves if they were not. (Edge cases of a mech equipped solely for ramming aside.) Ranged, melee, electronic warfare, and missile weapons all have their place on the battlefield. The LN-VIGIL in the example is equipped with the Virus Probe, the ECM Generator, and a Carbine.

- ▶ The Virus Probe is connected to the Electronic Warfare (EW) and Recoil Compensation (RC) processors, which means it gets +1 to its maximum range and +1 ACC if ACC would be negative (such as from Evasion).
- ▶ The ECM Generator gets the same bonuses, though it does not use the ACC bonus from the RC processor.
- ▶ The Carbine is connected to the RC processor. Because processors chain their effects together, it would also benefit from the EW processor if it could, despite not touching it.

Mech Construction

By default, you have access to the weapons and parts in the next two sections (Weapons, p.188; and Parts, p.196) to add to a Frame to make your mech. When assembling your own mech, here are a few other rules and suggestions to keep in mind.

- ▶ You can rotate or flip non-weapon parts (reactors, thrusters, shield generators) freely.
- ▶ You cannot rotate weapons, but you can flip them vertically or horizontally (or both).
- ▶ Redundancy is sensible. If you only have an UL reactor and it gets hit, your mech is done for! If you only have one reactor square connecting your mech and a key part (like thrusters or an EW weapon), it's very vulnerable to getting cut off. It makes sense where possible to connect in multiple places to a part.
- ▶ Sensible is overrated. Take risks, go all out, have fun with it.

WEAPONS

This is why you're here, right?

- ▶ **DMG:** Damage, the amount that this weapon reduces HP per-shot.
- ▶ **RNG:** Range in zones from the target.
- ▶ **DUR:** Duration of non-damage effects in rounds (counted down at the start of the user's next turn).
- ▶ **QTY:** Quantity of missiles launched per Deploy action.
- ▶ **TARGET: ZONE:** No hit roll, affects a Zone and everyone in it.
- ▶ **Speed:** Number of Zones a missile moves when Directed (and what direction).

Damaged weapons typically have a -1 ACC penalty unless a different penalty is listed.

RANGED WEAPONS

Who doesn't need more firepower?

PISTOL



RNG: 0-2 // DMG: 1

Single-Shot: +2 ACC.
Crit: Triple DMG.



Sometimes one well-aimed bullet is all you need.

SMG



RNG: 0-1 // DMG: 1

Full Auto: Make 5 hit rolls.
Crit: +1 DMG.



A lot of lead from such a compact weapon.

SHOTGUN



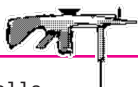
RNG: 0-2 // DMG: 5

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.
Crit: Hit every adjacent square for 1 DMG.



Short barrel, high power, can't lose.

ASSAULT RIFLE

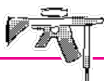


RNG: 2-3 // DMG: 2

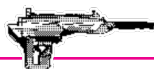
Full Auto: Make 3 hit rolls.
Crit: +1 DMG.



You know what this is.

CARBINE**RNG: 1-2 // DMG: 2****Full Auto:** Make 3 hit rolls.**Crit:** +1 DMG.

Like an assault rifle, but there's less of it.

SCOUT RIFLE**RNG: 3-4 // DMG: 3****Full Auto:** +1 ACC. Make 2 hit rolls.**Crit:** +1 DMG.

Not a sniper or assault rifle, but a secret third thing.

SNIPER RIFLE**RNG: 4-5 // DMG: 4****Single-shot:** +1 ACC, or +2 if you haven't moved yet this turn.**Crit:** Triple DMG.

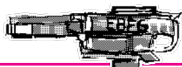
Line up a shot and pull the trigger.

RAILGUN**RNG: 4-6 // DMG: 4****Electronic:** Powered. -2 ACC when Damaged.**Single-Shot:** +1 ACC. Double DMG against Shields.**Crit:** Triple DMG.

What if we launched a big metal rod as fast as possible?

BIG FUCKING GUN**RNG: 2-3 // DMG: 2****Full Auto:** -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.**Crit:** +1 DMG.

Have you ever wanted all your bullets to be somewhere else?

**EVEN BIGGER
FUCKING GUN****RNG: 2-3 // DMG: 3****Full Auto:** -3 ACC if Ultra, -5 if Heavy, -10 if Medium or Light). Make 6 hit rolls.**Crit:** +1 DMG.

Is that allowed? Are they allowed to do that?

EXPLOSIVE WEAPONS

Boom, baby.

GRENADE LAUNCHER



RNG: 2-3 // DMG: 3

Explosive: -2 ACC. Hit adjacent squares for 1
DMG on a hit or miss. Deal 1 DMG on a miss
that hits no adjacent squares.
Splash: 1 DMG to others in the target's Zone.
Crit: +1 DMG to all squares hit.



fwoomp

ROCKET LAUNCHER



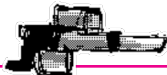
RNG: 3-5 // DMG: 4

Explosive: -1 ACC. Hit adjacent squares for 1
DMG on a hit.
Crit: +1 DMG to all squares hit.



If you put the grenade on a rocket, it goes even farther.

FLAK CANNON



RNG: 4-5 // DMG: 2

Explosive: -10 ACC. Make 3 hit rolls. Hit adja-
cent squares for 1 DMG on a hit. Deal 1 DMG
on a miss.
Crit: +1 DMG to all squares hit.



Close enough.

MELEE WEAPONS

SLASH AND CRUSH

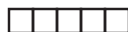
SWORD



RNG: 0 // DMG: 6

Strong Melee: +2 ACC.

Crit: Triple DMG.



For sating the urge to cut something in half.

DAGGER



RNG: 0 // DMG: 3

Fast Melee: Make 3 hit rolls.

Crit: +1 DMG.



Tiny, but stabs very quickly.

LANCE



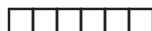
RNG: 0 // DMG: 6

Strong Melee: +1 ACC.

Kinetic: Add Evasion to DMG.

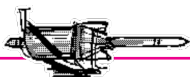
Self-Propelled: May move 1 Zone before
Attacking (stacks with other movement).

Crit: Triple DMG.



Pierces through anything when going fast enough.

PILEBUNKER

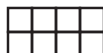


RNG: 0 // DMG: 6

Strong Melee: +1 ACC.

CQC: Ignores Evasion.

Crit: Quadruple DMG.



Follow through. The impact triggers will do the rest.

ENORMOUS AXE



RNG: 0 // DMG: 6

Strong Melee: Hit adjacent squares for 1 DMG on
a hit.

Crit: Double DMG.



When a sword just isn't enough.

ELECTRONIC WARFARE

You're elite!

DUR (Duration): The number of rounds any non-DMG effects last. A round in this case ticks down at the beginning of the initiator's next turn.

TARGET: ZONE: The ability targets an entire Zone in range rather than one enemy, including everyone in that Zone.

STUN NEEDLE LAUNCHER RNG: 4-5 // DMG: 1 // DUR: 1

Electronic: Powered. -2 ACC when Damaged.
Shock: +2 ACC. Ignores shields. Parts or weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.



Not for use in first aid.

VIRUS PROBE RNG: 2-3 // DMG: 0 // DUR: 1

Electronic: Powered.
Virus: Make 2 hit rolls. Ignores armor/shields. Parts or weapons hit are Disabled for DUR rounds.
Crit: Pick a part/weapon to Disable for DUR rounds.



If your systems detect a new file, don't open it.

STUN BATON RNG: 0 // DMG: 2 // DUR: 1

Electronic: Powered.
Strong Melee: +1 ACC.
Shock: Ignores shields. Parts or weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.



High charge at short range.

ECM GENERATOR **RNG: 3-5 // TARGET: ZONE // DUR: 1**

Electronic: Powered. Does not operate if damaged.

ECM Cloud: -2 ACC to all in Zone, -4 for EW
weaponry, until your next turn. Cloud lasts for
DUR rounds and destroys all missiles.



Cloudy with a chance of sensor disruption.

S VOLTAIC MISSILES **QTY: 3 // DMG: 1 // DUR: 1**

Electronic: Powered. Ignores Shields.

Speed: 4 towards the target.

Shock: Parts/Weapons hit are Disabled for DUR rounds.

Crit: Parts adjacent to the hit location are Disabled
for DUR rounds.



Widespread system failure works best at a distance.

H VOLTAIC MISSILES **QTY: 4 // DMG: 1 // DUR: 1**

Electronic: Powered. Ignores Shields.

Speed: 4 towards the target.

Shock: Parts/Weapons hit are Disabled for DUR rounds.

Crit: Parts adjacent to the hit location are Disabled
for DUR rounds.



Turn out all of the lights.

MISSILES

Make it rain.

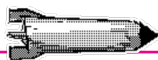
Missiles are deployed with the Deploy action and controlled with the Direct action. By default, missiles must designate a target when Deployed.

QTY (Quantity): Number of missiles deployed with a Deploy action.

Speed: Number of Zones a missile moves when Directed (and what direction).

Missiles that are **damaged** halve their QTY (round down). You can continue to Direct missiles that originated from a **destroyed** launcher, but can't Deploy any more.

S SWARM MISSILES



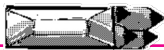
QTY: 4 // DMG: 3

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.



What's that whistle?

M SWARM MISSILES



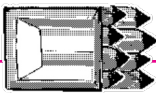
QTY: 6 // DMG: 3

Speed: 4 towards the target.
Crit: Hits every adjacent square for 1 DMG.



Overwhelm their defenses.

H SWARM MISSILES



QTY: 8 // DMG: 3

Speed: 4 towards the target.
Crit: Hit every adjacent square for 1 DMG.



Quantity is a kind of quality.

S PROXIMITY MISSILES**QTY: 3 // DMG: 3**

Speed: 4 towards the target.
Proximity: 1 DMG on a miss.
Crit: Hit every adjacent square for 1 DMG.



It's the thought that counts.

H PROXIMITY MISSILES**QTY: 4 // DMG: 3**

Speed: 4 towards the target.
Proximity: 1 DMG on a miss.
Crit: Hit every adjacent square for 1 DMG.



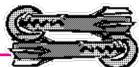
The more thoughts there are, the more they count.

S GUIDED MISSILES**QTY: 2 // DMG: 4**

Speed: 3 in any direction.
Guided: Does not have to designate a target when Deployed. Can choose to have Guided missiles attack any target at range 0. Increase the number to shoot down by 1.
Crit: Hit every adjacent square for 1 DMG.



Dodge and weave.

H GUIDED MISSILES**QTY: 3 // DMG: 4**

Speed: 3 in any direction.
Guided: Does not have to designate a target when Deployed. Can choose to have Guided missiles attack any target at range 0. Increase the number to shoot down by 1.
Crit: Hit every adjacent square for 1 DMG.



Change your mind a lot?

PARTS

The non-weapon things that go in your mech. You need those too, you know.

REACTORS

Who doesn't need more power?

Reactors power everything orthogonally adjacent, including Thrusters, Shield Generators, Processors, and Electronic Warfare weaponry.

A **damaged** reactor no longer provides power to anything adjacent to the damaged squares (except when noted). A **destroyed** reactor no longer powers your mech at all: all you can do at that point is take your chances with ejection or trust your friends to come get you before life support runs out.

Reactors installed in a mech must be at minimum one size lower than the mech (for example, Medium and up for a Heavy). A Reactor that's smaller than your mech **underpowers** shields, while a bigger Reactor than your mech **overpowers** them.

ULTRALIGHT (UL)



For those risking it all.

LIGHT (L)



For light mechs.

MEDIUM (M)



A little bigger.

HEAVY (H)

Does not lose power on damaged squares until 3+ are damaged.



Hefty and redundant.

ULTRA (U)

Does not lose power on damaged squares until 4+ are damaged.



The biggest and beefiest.

THRUSTERS

Make your mech go fast.

If you have a Thruster of the same size as your mech, your Move action moves you up to two zones. Thrusters must be powered by being adjacent to a Reactor.

If a Thruster is one size smaller than your mech, you can move one less zone with your Move action. (If it's two or more sizes smaller, you count as having no Thrusters at all.)

For every size a Thruster is bigger than your mech, you can move one more zone with a Move action. (For example, a Light mech with an Ultra Thruster can move 5 zones with 1 move action.)

If a mech has more than 1 Ultra Thruster, add 1 to the number of Zones moved for each redundant undamaged one. (For example, an Ultra mech with three Ultra Thrusters can move 4 zones with 1 move action.)

If a Thruster is **Damaged**, it counts as one size lower. If it's **Destroyed** or **Disabled** and you have no backup Thrusters, you need to spend 3 Move actions to move 1 zone.

LIGHT (L)



Compact and streamlined.

MEDIUM (M)



Slightly more thrust.

HEAVY (H)



Pretty powerful stuff.

ULTRA (U)



Up, up, and away.

PROCESSORS



Stay on target.

Secondary guidance computers for weaponry or aid for other utilities.

All processors need to be powered by being adjacent to a Reactor (but certain Processors can in turn power certain kinds of equipment). If **Destroyed**, they no longer have any effect and cannot provide any power.

Only one Processor of the same kind can affect an action at once. Processors of different kinds can both affect any equipment connected to them (for example, a Shield Resilience Processor and Shield Coverage Processor can affect the same Shield Generator but two Shield Resilience Processors can't). Adjacent Processors of different kinds apply all benefits to parts connected to either as if those parts were connected to both.

All Processors also extend Reactor power while they are powered, so you can power anything from them that would normally require a Reactor.

PT (PRECISION TARGETING) PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.



Make every shot count.

EW (ELECTRONIC WARFARE) PROCESSOR



Connected Shock weapons, Virus weapons, and ECM generators that don't count as Melee or Missiles have +1 maximum range.



For the techies who want more reach.

RC (RECOIL COMPENSATION) PROCESSOR



Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.



Compensate for heavy kick.

SC (SHIELD COVERAGE) PROCESSOR



Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.



When you need to protect more.

SR (SHIELD RESILIENCE) PROCESSOR



Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.



Expect to take a beating?

MC (MISSILE CONTROL) PROCESSOR



Connected missiles may move 1 Zone slower or faster than their listed Speed when Directed. If they move slower, increase the number that needs to be rolled to shoot them down by 1 (normally 3+). If they move faster, decrease the number by 1.



Blanket the battlefield from afar.

MO (MOBILE OFFENSE) PROCESSOR



When connected to both non-missile weapons and thrusters that count as the mech's size or larger, before or after attacking with connected weapons, the mech may move 1 Zone.



Stay on the move.



Some pilots prefer to try to rely solely on a small frame or high evasion to stay alive. For everyone who doesn't have a death wish, however, shield generators are essential.

A shield generator protects any squares it resides in as well as any adjacent squares. Shields generators have **Capacity (CPC)**, which is reduced before HP for hits on any covered squares. Damage that would reduce capacity to 0 doesn't carry through to protected squares.

Capacity goes up or down depending on the mech's reactor size relative to Frame size: a smaller reactor size than the mech's size causes a drop in capacity, while a larger reactor than the mech adds capacity.

Shield generators must be powered by being adjacent to either a Reactor or a specialized Processor. Their effects can be amplified by Shield Resilience (SR) Processors or Shield Coverage (SC) Processors.

A direct hit on a Shield Generator (as opposed to a hit on an adjacent square) removes two Capacity per point of Damage.

A **Damaged** shield generator halves its Capacity (round down) while a **Destroyed** shield generator no longer functions.

L SHIELDS

CPC: 5

+/- 1 CPC if the mech is over/underpowered.



Low size and capacity.

M SHIELDS

CPC: 10

+/- 2 CPC if the mech is over/underpowered.



Just enough.

H SHIELDS

CPC: 15

+/- 3 CPC if the mech is over/underpowered.

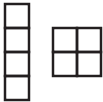


If it fits, it protects.

U SHIELDS

CPC: 20

+/- 4 CPC if the mech is over/underpowered.



Big capacity, big target.

DOWNTIME

The action between the action.

The intended rhythm of an extended Celestial Bodies campaign involves both **missions** and **downtime**. Typically the intent is to alternate them: one downtime after each mission.

Your lamplighters, as well as home-ship crew and dwellers, have lives, hopes, dreams, motivations, and all the things that make people, people. (Or if they don't, well, that's also a story worth telling.) Downtime is a great time to get into that. What do your Lamplighters do between missions? What is life on your home-ship like? Does your home-ship have any particular directives other than "stay alive"?

Interstitial Action

Everyone playing should feel free to come up with and contribute details of this sort. Try to at least think of one "day in the life" thing during every downtime Try not to throw out anything unless it rubs up upon subjects that are intended to be avoided (see Safety Tools, p.2) or if everyone else agrees it doesn't work. If you come up with something that doesn't gel, feel free to change it or recontextualize it later too.

This is also a good opportunity to revamp your mechs using the weapons and parts at your disposal. There's no cost for getting new parts or weapons as long as you have access to them. (Getting an entirely new Frame requires a Downtime Action, as described on the next page.)

Downtime Events

Every time it's Downtime, something happens of note. Sometimes it's good and sometimes it's bad.

One player (rotating every downtime) rolls two dice, using one as the "tens" and one as the "ones", and consult the tables on the next two pages (p.204-205). If the mission just finished syncs well with one of the "tens" categories provided, either roll within that category or flip the dice if the "ones" result fits that category.

Any events that reference "you" reference the point of view of a character that the rolling player controls and was on the most recent mission unless another player wants that and both players agree to switch.

Downtime Actions

During downtime, you'll also have the opportunity to take explicit actions between missions, known as **Downtime Actions**. These represent directives of the ship as a whole rather than individual Lamplighters. You typically have 2 Downtime Actions by default after any given mission: if the mission was unsuccessful, you'll have 1 instead.

The player who rolled the Downtime Action chooses how to spend Downtime Actions. Actions that require multiple can span between multiple Downtimes and be interrupted by other actions.

The Downtime Actions related to Frames are:

- ▶ **Manufacture** a new Frame from any of the 8 basic Frames.
- ▶ **Calibrate** a Titan Frame obtained from a faction. This requires 2 Downtime Actions.
- ▶ **Develop** a prototype Titan Frame with a basis obtained through other means. This requires 4 Downtime Actions.

Downtime Actions related to home-ship construction (p.206) are:

- ▶ **Build** one square of a Structure.
- ▶ **Repair** one square of a Structure or deck.
- ▶ **Relocate** a built Structure. You may flip or rotate it when you do so.
- ▶ **Expand** by adding another Deck. This requires 6 Downtime Actions.

Structures or faction Signature Features can modify or provide more further Downtime Actions as well.

1. Faction

1. A faction you clashed against on your last mission holds a grudge. Make a negative Faction Roll (p.37) for them.
2. A faction you encountered on your last mission thinks more highly of you afterwards. Make a positive Faction Roll (p.37) for them.
3. You caught a faction's eye in an unexpected way last time. Make a neutral Faction Roll (p.37) for them. What did they see?
4. A faction seemingly unrelated to your mission didn't appreciate something you did. Make a negative Faction Roll (p.37) for a random faction that you didn't encounter. What riled them up?
5. A faction seemingly unrelated to your mission was unexpectedly pleased at its result. Make a positive Faction Roll (p.37) for a random faction that you didn't encounter. What did they get?
6. Two unrelated factions were using the subject of your last mission as a pawn, and one of them won out while another lost out. What was being contested? Make a positive Faction Roll for one random faction and a negative Faction Roll for another (p.37).

2. Home-Ship

1. Something is malfunctioning on your home-ship! Roll twice for internal damage (p.207). What was neglected?
2. Someone came up with some major efficiency while you were away. What is it? Gain an extra Downtime Action.
3. Someone on your home-ship has been working in their free time on improvements. Build one square of a random unbuilt Advanced Structure or Basic Expansion (p.206). What inspired them?
4. The home-ship was attacked and repelled while you were away. Roll twice for external damage (p.207). Who did it and why?
5. The ship's crew has been exceptionally assiduous in your absence. Repair all damaged squares on one deck of your choosing, or if you have none, the ship is cleaner than usual.
6. An argument caused a rift between two groups of crew members in your home-ship. What was it about? Lose one Downtime Action.

3. Residents

1. Someone on the home-ship is newly on food duty today and is absolutely killing it. Who are they, what did they make, and how is it good? You have 1 extra of one Attribute next mission.
2. A civilian from your home-ship invites you to sit with them and gaze at a passing Titan. Who are they, what draws you to agree, and what do you learn as you watch? Gain a Premonition (p.254).
3. You pick a big fight with someone over something trivial. Who are they and why are you wrong? Start with 1 fewer of your highest Attribute and 1 extra of your lowest next mission.
4. One of your closest friends has something important to tell you. Who are they and why does it shake you to the core? Start with 1 fewer of your highest Attribute next mission.
5. While you were away, one of your close acquaintances got approval to leave for another Home-Ship. Who are they, where are they going, and why? Make a neutral Faction Roll (p.37).
6. Something you did last mission really inspired a crew member to step up their efforts. Who are they, what did you do, and why did that resonate? Gain an extra Downtime Action.

4. Visitors

1. Someone who was visiting your home-ship absolutely trashed the place. What happened? Roll for internal damage.
2. A faction rep visited and did not like something they saw. What did they dislike? Make a negative Faction Roll (p.37).
3. A trader brought some kind of goods the ship doesn't get often. What is it? You have 1 extra of one Attribute next mission.
4. A faction rep visited and had a great experience. What did your home-ship get to show off? Make a positive Faction Roll (p.37).
5. Someone did something to sabotage things on your ship while visiting. Roll twice for internal damage (p.207). Who do you suspect was responsible and why?
6. Someone from another home-ship is visiting for awhile and helping out. Who are they? Gain an extra Downtime Action.

5. Travel

1. Your home-ship has run into an unexpected asteroid belt. Roll 3 times for external damage (p.207). Was anyone harmed?
2. Your home-ship has docked in a location claimed as someone's turf. Pick a subset of 3 factions: any missions undertaken here involve them. How do you know it's theirs?
3. Your home-ship has been traveling in a resource-scarce environment, forcing it to pull from its resources. What are you missing? Lose one Downtime Action.
4. Your home-ship is in a system with a fairly uniform environment. Define a kind of mission location: your next mission will use that kind of location. What signs are you picking up?
5. Your home-ship has found or developed a surplus of some needed resource. How did this happen? Gain an extra Downtime Action.
6. Your home-ship has brushed up on a faction in transit. Make a neutral Faction Roll (p.37). Did relations go well or poorly?

6. Titan

1. You keep having dreams with something odd recurring in them. What do you see? You have 1 fewer of your highest Attribute next mission, or if you choose to gain a Premonition (p.254), 1 fewer of each of your Attributes.
2. You glimpsed a passing Titan and you feel like it glimpsed back at you. What do you think it saw? You have 1 fewer of your highest Attribute next mission, but gain a Premonition (p.254).
3. While your mech is floating in vacuum, you notice something peculiar that changes how you the void of space. What is it? Gain a Premonition (p.254).
4. Your dreams bring you a cryptic portent. What kind of symbology shows up in them? You can reroll one roll you make on your next mission by describing how it ties in. If you don't, gain a Premonition (p.254).
5. A nightmare you have about something in the ship comes true. Roll internal ship damage (p.254) once and gain a Premonition (p.254). What were you dreaming of that specifically came true?
6. You have a glimpse into a Titan's eye, and vividly experience something that you feel intensely was its memory. What image is burned into your brain? Gain a Premonition (p.254).

HOME-SHIP CONSTRUCTION

Put things together and see what happens.

Your home-ship, much like your mechs, is represented by objects on a grid. In this case, though, the objects on that grid represent not parts or weapons, but rooms, workshops, equipment, etc. representing your Home-Ship's capabilities (also there's more than one grid).

Decks

Each grid of your Home-Ship is known as a **Deck**. Each Deck is always 6 squares tall and wide. By default, your Home-Ship has two Decks, and it can have up to six. You can construct more Decks with the **Expand Downtime** Action.

Structures

Much like Parts and Weapons are placed on a mech's grid, Structures are the things that are built on those Decks.

- ▶ **Basic Structures** are the bare minimum for normal home-ship operation. Your Home-Ship starts with all of these (see Starting Out on the next page). If they're either not present or damaged, you'll incur penalties as noted. One Basic Structure (the Common Room) requires placement next to another (Living Quarters).
- ▶ **Advanced Structures** are standalone structures that provide capabilities and features beyond the basics when built.
- ▶ **Expansion Structures** provide further capabilities and features. Unlike Basic or Advanced Structures, these always require specific placement next to the structure they are expanding. **Basic** expansions placed next to Basic Structures, while **Advanced** expansions are placed next to Advanced Structures. **Complex** expansions are highly specialized structures that are required to be placed next to multiple Basic Structures, Advanced Structures, or Expansion Structures.

Much like mech parts, Structures can be rotated or flipped, but must be intact and undamaged in the configuration noted to provide the effect (or preventing the penalty) described.

Starting Out

Your home-ship starts with two decks and all Basic Structures: **Command Center**, **Hangar**, **Living Quarters**, **Common Area**, **Greenhouse**, **Engineering Bay**. They also gain something extra based on their history thus far. Roll or choose from the following and answer that question.

1. Start with a **Tuning Bay** (p.218) and a **Foundry** (p.222). How does your home-ship glorify Lamplighters in particular?
2. Start with a **Ballistics Lab** (p.220) and **Calibration Workshop** (p.218). What particular kind of attention to detail does your home-ship encourage in its citizens?
3. Start with a **Circuitry Factory** (p.221) and **Mainframe** (p.218). What technical aspects of your ship survived from the first generation?
4. Start with a **Proving Ground** (p.223) and **Reinforcement Bay** (p.218). What traits does your home-ship's culture consider strong or dominant?
5. Start with an **Observatory** (p.226) and an **Astrological Chamber** (p.234). Any of your Lamplighters may start as Spacetouched with 1 Psychic (p.253). How has the home-ship been touched by the Titans?
6. Start with **three decks** instead of the standard **two**. Your home-ship is big, but sparse: what happened to its population in the past?

Place the structures on your decks, keeping in mind specific Placement requirements. Remember, you can **Relocate** Structures later (p.203) if you need to!

Damage

Whenever an event calls for your Home-Ship to suffer damage, if it's **external**, roll 3 dice. The first die indicates the deck that gets hit, while the other two are rolled as tens and ones like an attack on a mech's grid. If it's **internal**, pick a deck and roll 2 dice.

- ▶ A hit on a structure damages that square. It will need to be Repaired before that structure is operational again.
- ▶ A hit on a part of a deck that has no Structure doesn't do anything other than damaging that square, but that square will need to be repaired before building on top of it.
- ▶ A hit on an already-damaged square instead damages every square adjacent to it.

Example

Andromeda, Fatima, and Adebayo's home-ship started out by rolling a 2. In addition to the initial 6 Basic Structures, they therefore have a Ballistics Lab and a Calibration Workshop, as well as a question to answer.

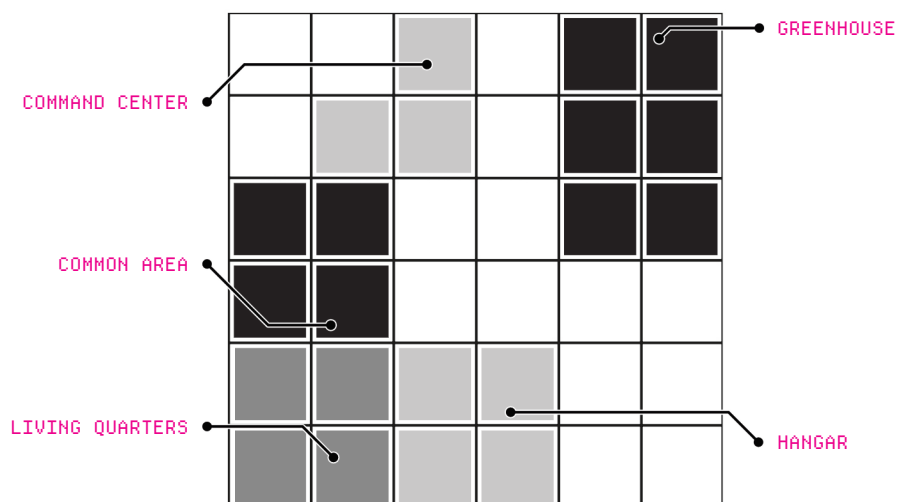
They have a few constraints in initial placement:

- ▶ The Hangar and Greenhouse **must** be adjacent to the edge of the ship.
- ▶ The Common Area **must** be adjacent to Living Quarters.
- ▶ The Ballistics Lab **must not** be adjacent to the edge of the deck.
- ▶ The Calibration Workshop **must** be adjacent to an Engineering Bay.

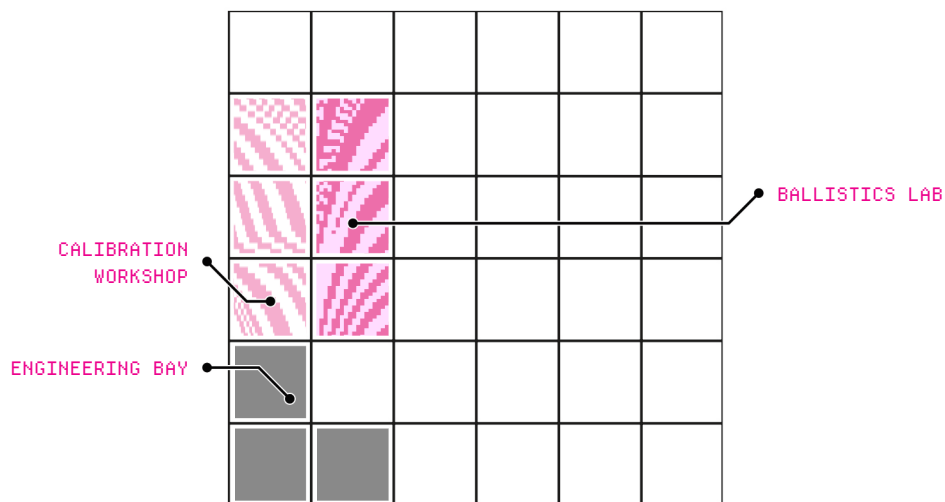
They also want to leave a little room for some of the various basic expansions from the Hangar Bay, Command Center, and Engineering Bay. As such, they come up with the setup to on the next page. To answer their assigned question, they decide that their home-ship encourages attention to detail in construction especially: all of their tools, parts, weapons, etc go through a fairly strenuous quality check. (This then leads to the question of why that's the case! But that's for another time.)

If any of this ends up being in error, it's simple enough to **Relocate** a structure (p.203).

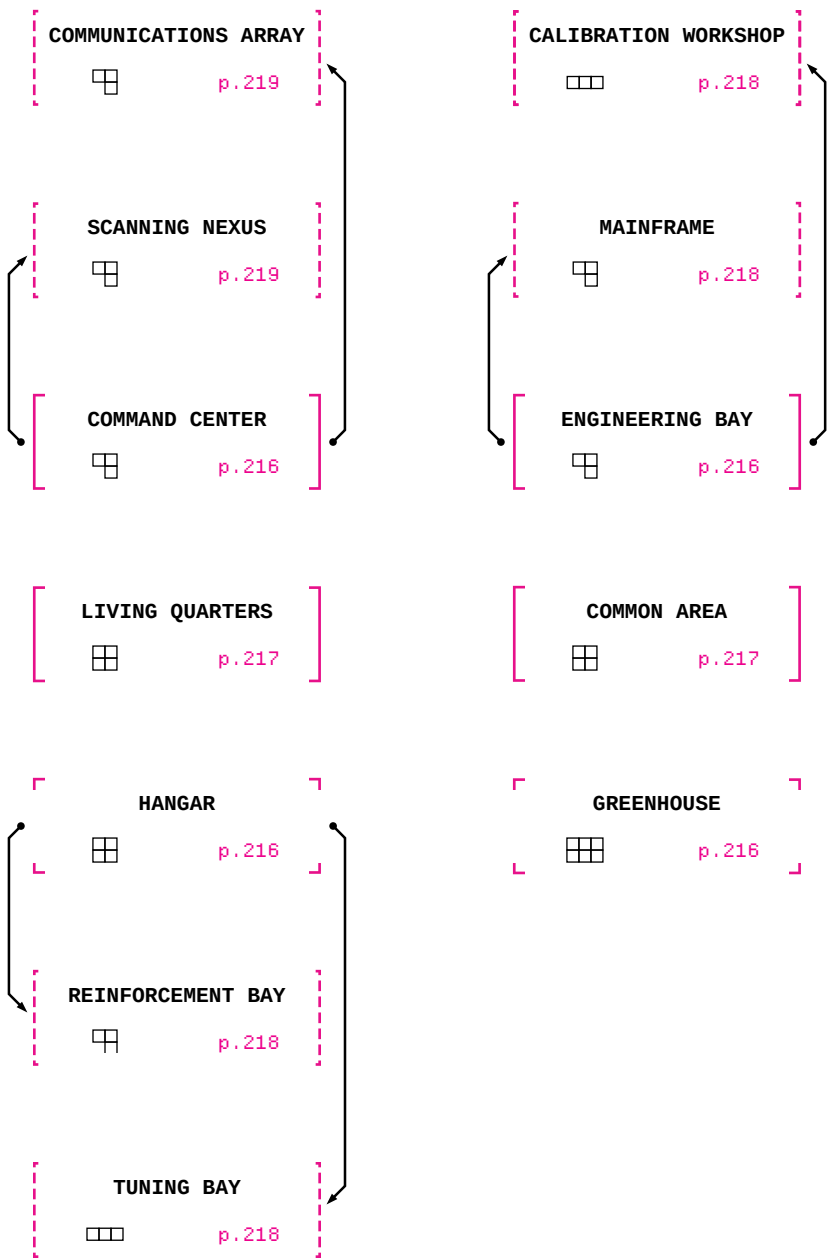
Deck 1

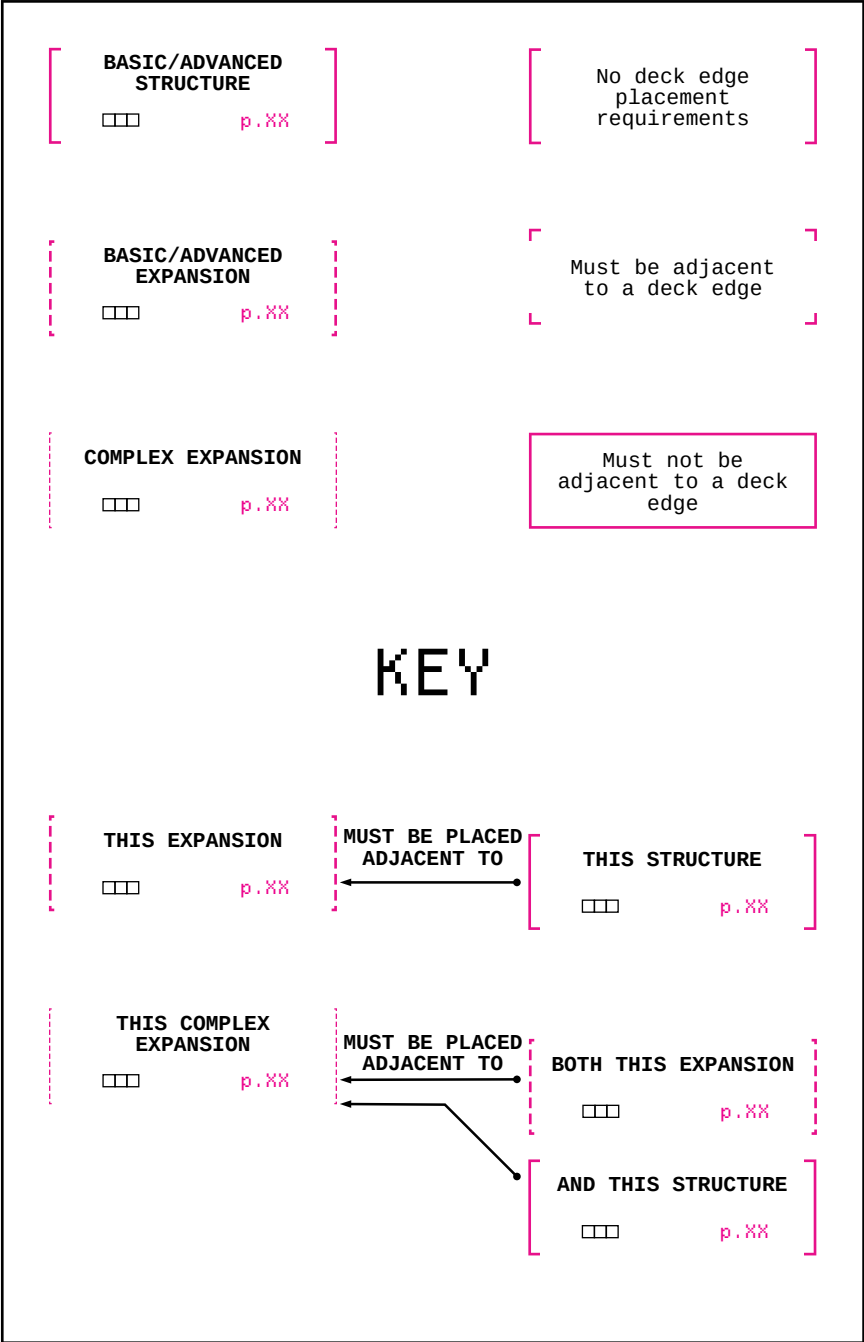


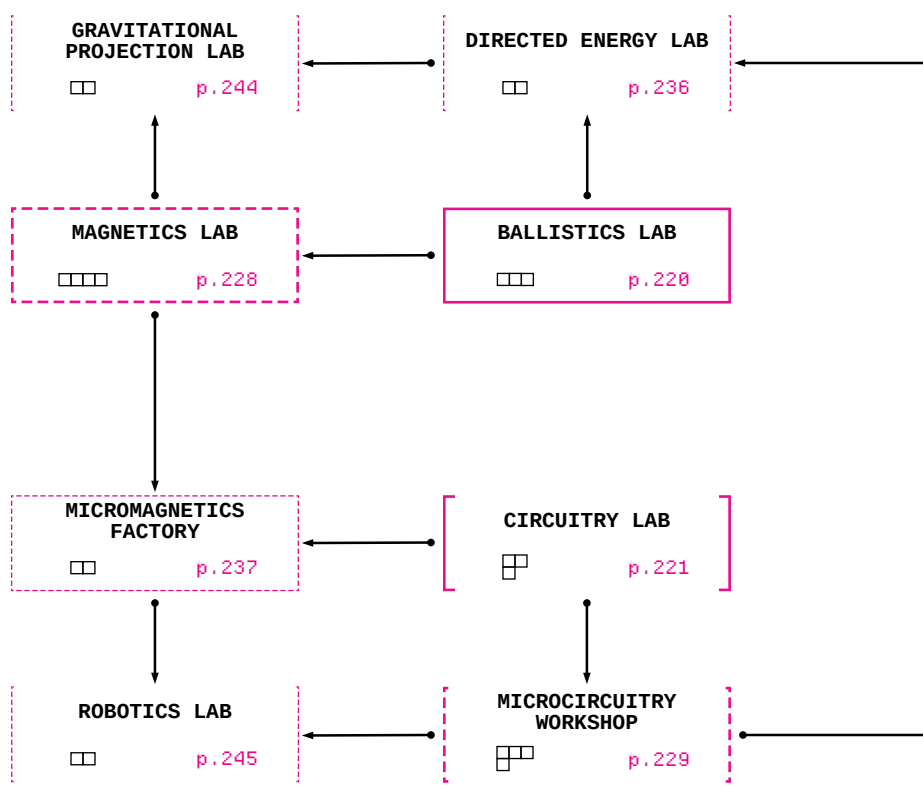
Deck 2

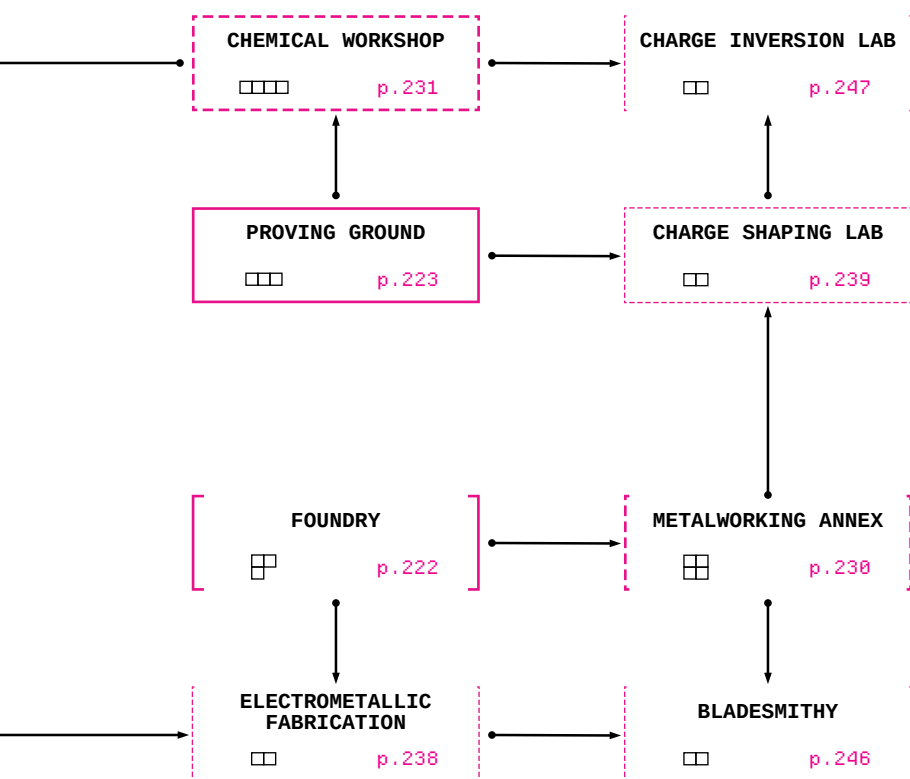


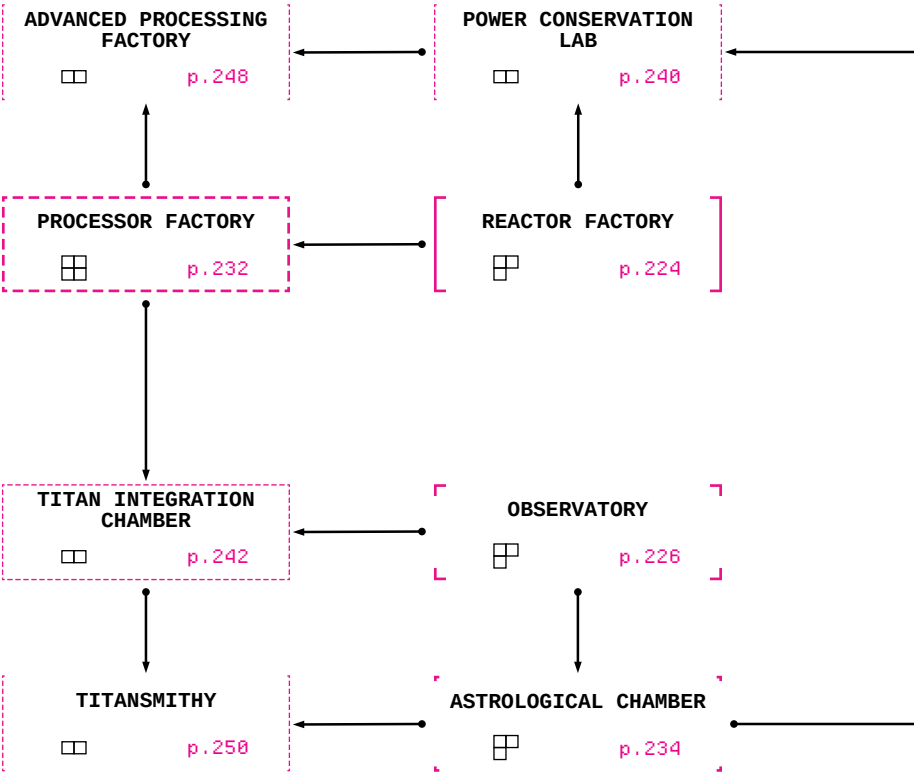
Dependency Maps

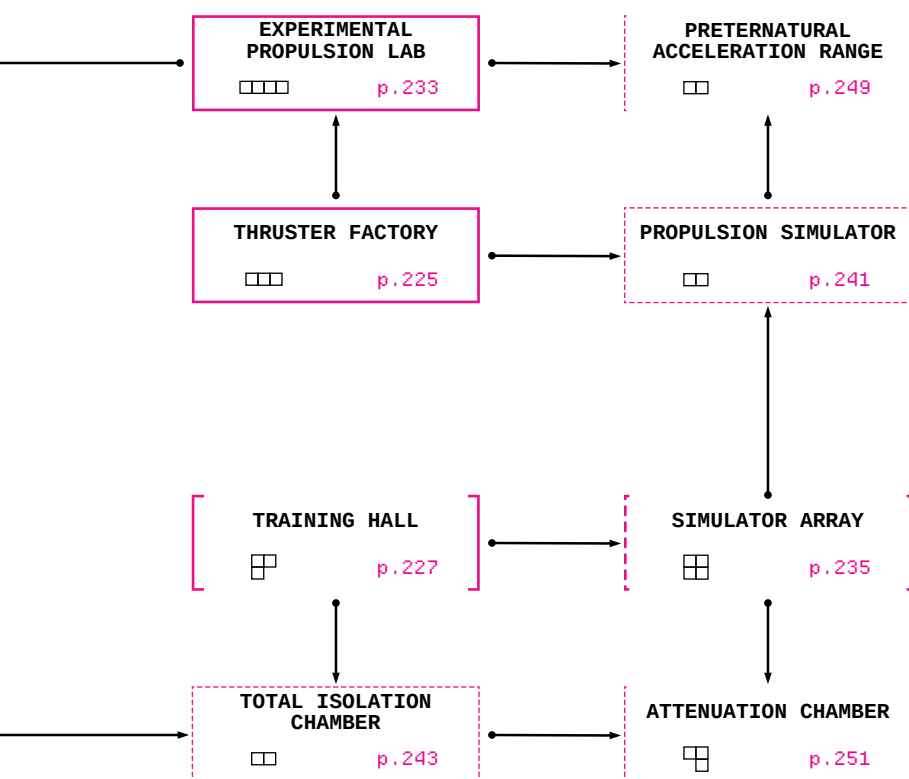












Basic Structures

COMMAND CENTER

If a Command Center isn't operational, setting up lines of communication is going to be difficult. The ship's crew can't communicate with anyone outside except if they visit.



Where the crew communicates with the outside, formulates plans, and stands around looking important.

HANGAR

If a Hangar isn't operational, mech repairs are hard. Restoring HP or damaged parts between missions requires a Downtime Action unless you have some other method of repairs.



Placement: Must be touching a deck edge.

The place with the big door where mechs come and go. You really want it to be on the side of the ship.

ENGINEERING BAY

If an Engineering Bay is not operational, the crew is going to have an awful time with maintenance. You gain 1 fewer Downtime Action every downtime unless you have help.



Control panels, access ports, tools, and everything else needed to keep the ship itself running.

GREENHOUSE

If a Greenhouse is not operational, rationing of food will need to commence. Start each mission with 1 fewer of each Attribute unless you have some other source of food.



Placement: Must be touching a deck edge.

A self-sustaining garden with enough variety to sustain a crew. Without one, it's hardly a home-ship.

LIVING
QUARTERS

If Living Quarters aren't operational, sleep and privacy conditions are lacking. Start each mission with 1 fewer of each Attribute unless you have somewhere else to stay.



Quarters for sleep, hygiene, and anything else
you can imagine.

COMMON
AREA

If a Common Area is not operational, the populace is probably pretty miserable. Start each mission with 1 fewer of each Attribute unless you have somewhere else to go.



Placement: Must be touching Living Quarters.

Mess halls, gyms, lounges, everything that makes up
the practicality of actual life.

Basic Expansions

REINFORCEMENT
BAY

Lamplighters have **+1 Force**. Maximum Force is now 6.



Placement: Must be touching a Hangar.

Gantries and scaffolds enable tight welds and solid reinforcements for repeated strain.

TUNING BAY

Lamplighters have **+1 Flash**. Maximum Flash is now 6.



Placement: Must be touching a Hangar.

A dedicated space for post-mission diagnostics to ensure reliable reaction time.

MAINFRAME

Lamplighters have **+1 Nerve**. Maximum Nerve is now 6.



Placement: Must be touching an Engineering Bay.

A server room for a dedicated central computer helps keep hardware and firmware up to date.

CALIBRATION
WORKSHOP

Lamplighters have **+1 Precision**. Maximum Precision is now 6.



Placement: Must be touching an Engineering Bay.

A workshop dedicated specifically to tuning sensitive equipment keeps error tolerances low.

SCANNING NEXUS

You may predetermine one Faction present in a mission (choose Amiable, Neutral, or Hostile) before going on it.



Placement: Must be touching a Command Center.

Sophisticated sensing grants Sparks the vaunted ability to (occasionally) look where they leap.

COMMUNICATIONS
ARRAY

You may reroll one Mission Roll (p.171) per mission.



Placement: Must be touching a Command Center.

A stronger transmitter enables handlers to pass crucial information on to Sparks in the field.

Advanced Structures

BALLISTICS LAB

Add **Revolver** and **Slugger** to the list of available parts.



Placement: Must not be touching a deck edge.

For testing new projectile weapons. Internal only, unless you want new holes in your home-ship's hull.

REVOLVER

RNG: 1-3 // DMG: 1

Single-Shot: +2 ACC
Crit: Triple DMG.



Draw!

SLUGGER

RNG: 1-3 // DMG: 4

Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Double DMG.



Batter up.

Add **Electric Whip** and **Deep Virus Probe** to the list of available parts.



A dedicated component fabrication space allows for high-reliability complex electronics.

ELECTRIC WHIP

RNG: 0-1 // DMG: 1 // DUR: 1

Electronic: Powered.

Strong Melee: +2 ACC.

Shock: Ignores shields. Parts or weapons hit are Disabled for DUR rounds.



Crit: Parts adjacent to the hit location are Disabled for DUR rounds.

For problems that come around.

DEEP VIRUS PROBE

RNG: 2-3 // DMG: 0 // DUR: 2

Electronic: Powered.

Virus: Ignores armor/shields. Make 3 hit rolls. Parts or weapons hit are Disabled for DUR rounds.

Crit: Pick a part/weapon to Disable for DUR rounds.



Just start rebooting now, save yourself the time.

Add **Harpoon Launcher** and **Pavise** to the list of available parts.



High-temperature forges enable metalworking with both lighter and more durable materials.

HARPOON LAUNCHER

RNG: 1-2 // DMG: 2

Single-Shot: +1 ACC

Hook: When you Harm a same size or smaller enemy, you may move them Zones equal to Harm dealt towards you.

Anchor: When you Harm a larger enemy, you may move Zones equal to Harm dealt towards them. Treat this as moving for Evasion.

Crit: Triple DMG.



It's pull or be pulled.

PAVISE

RNG: 0 // DMG: 5

Strong Melee: +1 ACC.

Solid: Undamaged squares are treated as if they have Armor. You can spend an action on your turn to raise it: if you do, they are treated as if they have Reinforced Armor.

Crit: Move the target one Zone away from you and they lose 1 Evasion.



Duck and cover.

Add **Rotary Cannon**, **S H-E Missiles**, and **H H-E Missiles** to the list of available parts.



Placement: Must not be touching a deck edge.

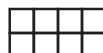
A heavily shielded room allows for the testing and manufacture of explosives and ammunition.

ROTARY CANNON

RNG: 2-3 // DMG: 2

Full Auto: -3 ACC (-5 if Heavy, -10 if Medium/Light). Make 6 hit rolls.

Spin Up: After every turn where you attack with this, add 1 hit roll (max 12). Resets if you spend a turn not attacking with this.



Crit: +1 DMG.

More barrels, more bullets...eventually.

S H-E MISSILES

QTY: 2 // DMG: 4

Speed: 3 towards the target.

Explosive: Hit adjacent squares for 1 DMG on a hit or miss. Deal 1 DMG on a miss that hits no adjacent squares.

Crit: +1 DMG to all squares hit.



High-explosive means high-destructive.

H H-E MISSILES

QTY: 3 // DMG: 4

Speed: 3 towards the target.

Explosive: Hit adjacent squares for 1 DMG on a hit or miss. Deal 1 DMG on a miss that hits no adjacent squares.

Crit: +1 DMG to all squares hit.



Leave nothing intact.

Add **Medium Linear Reactor** and **Ultra Reinforced Reactor** to the list of available parts.



A specialized space for creating reactors allows for different permutations on existing designs.

MEDIUM LINEAR REACTOR



Medium, but longer.

ULTRA REINFORCED REACTOR

Does not lose power on damaged squares until 5+ are damaged. Cannot be crit on damaged squares until 2+ are damaged.



Enormous, but solid.

Add **Medium Compact Thruster** and **Heavy Compact Thruster** to the list of available parts.



Placement: Must not be touching a deck edge.

A facility dedicated to propulsion allows for the
manufacture of smaller, riskier thrusters.

MEDIUM COMPACT THRUSTER

If this is damaged,
it's destroyed.

Damage any square
powering this



Thruster as well.

This does not deal
HP damage.

More pounce to the ounce.

HEAVY COMPACT THRUSTER

If this is damaged,
it's destroyed.

Damage any square
powering this



Thruster as well.

This does not deal
HP damage.

Strap on a rocket.

Calibrate and **Develop** require 1 fewer Downtime Action. Reduce the number of Premotions needed to become Spacetouched or gain further Psychic (p.253) by 1.



Placement: Must be touching a deck edge.

A bubble protruding from the ship specifically designed for quiet inspection of floating Titans.

Once per Downtime, each player can **retrain**. By default, this means they can move a point in one non-Psychic Attribute to another Attribute.



 Space for training and specific regimens make it easier for Lamplighters to hone their skills.

Advanced Expansions

MAGNETICS LAB

Add **Coilgun** and **Railcannon** to the list of available parts.

Placement: Must be touching a Ballistics Lab.
Must not be touching a deck edge.



A longer gun range with a very strong backstop for testing high-range magnetic weaponry.

COILGUN

RNG: 0-3 // DMG: 1

Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +2 ACC. Triple DMG against Shields.
Crit: Triple DMG.



What if we launched a tiny metal rod as fast as possible?

RAILCANNON

RNG: 5-7 // DMG: 6

Electronic: Powered. -2 ACC when Damaged.
Single-Shot: +1 ACC. Double DMG against Shields.
Crit: Triple DMG.



What if we launched an even bigger metal rod even faster?

Add **Viral Missiles** and **EMP Launcher** to the list of available parts.



Placement: Must be touching a Circuitry Lab.

A workshop dedicated to the creation of extremely dense circuitry for specialty weaponry.

EMP LAUNCHER

RNG: 2-3 // DMG: 1 // DUR: 1

Electronic: Powered. -2 ACC when damaged.

Explosive: -2 ACC. Hit adjacent squares for 1 DMG on a hit or miss.

EMP: Any squares hit (whether or not it dealt DMG) have the part associated with that square Disabled. If the EMP launcher is undamaged, disable the closest part on a miss.



Crit: +1 DMG to all squares hit.

Silence after the explosion.

S VIRAL MISSILES

QTY: 3 // DMG: 0 // DUR: 1

Electronic: Powered. Unable to Deploy when Damaged.

Speed: 4 towards the target.

Virus: Ignores Shields and Armor. Parts/Weapons hit are Disabled for DUR rounds.

Crit: Pick a part/weapon to Disable for DUR rounds.



That's weird, that missile didn't expl-

H VIRAL MISSILES

QTY: 4 // DMG: 0 // DUR: 1

Electronic: Powered. Unable to Deploy when Damaged.

Speed: 4 towards the target.

Virus: Ignores Shields and Armor. Parts/Weapons hit are Disabled for DUR rounds.

Crit: Pick a part/weapon to Disable for DUR rounds.



At this rate, we'll run out of planets to hack.

Add **Rapier** and **Claymore** to the list of available parts.



Placement: Must be touching a Foundry.

A dedicated manufacturing annex for creating metal weaponry with more intricate and durable designs.

CLAYMORE

RNG: 0 // DMG: 8

Strong Melee: +1 ACC.

Solid: Undamaged squares are treated as if they have Reinforced Armor when hit by attacks that deal 2 or less DMG. For attacks that deal 3 or more, undamaged squares are treated as if they have Armor.



Crit: Triple DMG.

Look at the size of that thing!

RAPIER

RNG: 0 // DMG: 5

Fast Melee: Make 2 hit rolls.

Crit: +1 DMG.



En garde.

Add **Flamethrower** and **Acid Bomb Launcher** to the list of available parts.



Placement: Must be touching a Proving Ground.
Must not be touching a deck edge.

A workshop dedicated specifically to the
manufacture and containment of volatile chemicals.

FLAMETHROWER

RNG: 0-2 // DMG: 1

Explosive: -2 ACC. Make 8 hit rolls.

Incendiary: When this would have DMG negated by armor or reinforced armor, remove that armor or reinforced armor afterwards.



Dispersal: Decrease the number of hit rolls you make and the attack's ACC by the range of the target.

Crit: Hits every adjacent square for 1 DMG.

Burn, baby, burn.

ACID BOMB LAUNCHER

RNG: 1-2 // DMG: 1

Explosive: -2 ACC. Hit adjacent squares for 1 DMG on a hit or miss.

Corrosive: When this would have DMG negated by armor or reinforced armor, remove that armor or reinforced armor afterwards.



Crit: Deal 1 DMG to every directly and indirectly hit square again (after negating any armor or reinforced armor, if present).

Goes right through 'em.

Add **IM Processor** and **CR Processor** to the list of available parts.



Placement: Must be touching a Reactor Factory.

A dedicated manufacturing annex for creating metal weaponry with more intricate and durable designs.

IM (IMPACT MANAGEMENT) PROCESSOR



When connected to a Thruster of the mech's size or larger, subtract 4 from any self-damage from taking the Tackle action.



Brace for impact.

CR (CORROSION ROUTINE) PROCESSOR



Connected Virus weapons deal DMG equal to DUR to the square initially hit after the DUR of any effect wears off.



Leave them something to remember you by.

Add **Heavy Impact Thruster** and **Heavy Drift Thruster** to the list of available parts.



Placement: Must be touching a Thruster Factory.
Must not be touching a deck edge.

A factory for developing unusual, highly
specialized thruster configurations.

HEAVY IMPACT THRUSTER

While this is undamaged and you have a Thruster of your size or bigger, moving grants +1 DMG to any Melee attack or +1 ACC to a Tackle taken during the next action this turn.



Charge!

HEAVY DRIFT THRUSTER

While this is undamaged and you have a Thruster of your size or bigger, move 1 Zone for free at the start of your turn. This adds to Evasion as usual.



Slide on around.

Lamplighters who have **Psychic** have **+1 Psychic**.
Max Psychic is now 6. (This does not grant any
extra powers.)



Placement: Must be touching an Observatory.

An odd array of ritual and meditative instruments in
an isolating room. Can't argue with the results.

Players can **retrain** (p.227) twice per Downtime instead of once per downtime.



Placement: Must be touching a Training Hall.

Properly tuned simulations help people retool their
skillset to suit their home-ship's current needs.

Complex Expansions

DIRECTED ENERGY
LAB

Add **Radiative Decay Beam** to the list of available parts.



Placement: Must be touching a Ballistics Lab and a Chemical Workshop.

A laboratory dedicated to the manufacture of primitive directed energy weaponry.

HOME-SHIP CONSTRUCTION

RADIATIVE DECAY BEAM

RNG: 1-2 // DMG: 0

Electronic: Powered.

Energy: +0 ACC. Affects the targeted square and every adjacent square.

Embrittle: Affected, unshielded squares are marked: all armor or reinforced armor on those squares is removed and any subsequent hits against those squares count as crits.



Crit: 1 DMG to every affected square.

Let them waste away.

Add **S Rail Missiles** and **H Rail Missiles** to the list of available parts.



Placement: Must be touching a Circuitry Lab and a Magnetics Lab.

A laboratory designed for miniaturization of magnetic weaponry and its attendant parts.

S RAIL MISSILES

QTY: 4 // DMG: 4

Electronic: Powered. May deploy at RNG 0-3 instead of RNG 0-1 while undamaged.

Speed: Does not move from its deployed spot.

Rail: Upon being Directed, fires at its target if its target is at RNG 3-5, and then is destroyed whether or not it has been fired.

Double DMG to Shields.

Crit: Double DMG.



What if we launched several big metal rod launchers?

H RAIL MISSILES

QTY: 6 // DMG: 4

Electronic: Powered. May deploy at RNG 0-3 instead of RNG 0-1 while undamaged.

Speed: Does not move from its deployed spot.

Rail: Upon being Directed, fires at its target if its target is at RNG 3-5, and then is destroyed whether or not it has been fired.

Double DMG to Shields.

Crit: Double DMG.



What if we launched too many big metal rod launchers?

Add **Electrified Blade** to the list of available parts.



Placement: Must be touching a Foundry and a Microelectronics Lab.

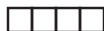
A dedicated building for installing sensitive
electronics into high-impact metallic weaponry.

ELECTRIFIED BLADE**RNG: 0 // DMG: 4 // DUR: 1**

Electronic: Powered. -2 ACC when Damaged.

Strong Melee: +1 ACC.

Shock: Parts or weapons hit are Disabled for DUR rounds.



Crit: Double DMG. Parts adjacent to the location hit are Disabled for DUR rounds.

High charge on sharp metal.

Add **Lancebunker** to the list of available parts.

Placement: Must be touching a Proving Ground
and a Metalworking Annex.



A lab specifically dedicated to extreme short-
range uses of shaped explosives for propulsion.

LANCEBUNKER

RNG: 0 // DMG: 6

Strong Melee: +1 ACC.

CQC: Ignores Evasion.

Kinetic: Adds Evasion to DMG.

Self-Propelled: May move 1 Zone before
Attacking (stacks with other movement).

Crit: Quadruple DMG.



Wait, you attached *what* to a *what*?

Add **Kinetic Shield Generator** to the list of available parts.



Placement: Must be touching a Reactor Factory and an Experimental Propulsion Factory

A laboratory dedicated to the manufacture of primitive directed energy weaponry.

KINETIC SHIELD GENERATOR**CPC: 3 (MAX 5)**

Can be connected to a Thruster instead of being Powered.



CPC is reset to 0 at the start of your turn. Gain 1 CPC per Evasion gained.

Never, ever stop moving.

Add **Heavy Versatile Thruster** to the list of available parts.



Placement: Must be touching a Thruster Factory and a Simulator Array.

Running simulations has allowed for the production of a thruster that's optimized to any fighting style.

HEAVY VERSATILE THRUSTER

While this is undamaged and you have a Thruster of your size or bigger, you can spend any Attribute as if it were your Frame's primary defensive Attribute.



Adaptive.

Add **Titanheart Reactor** to the list of available parts.



Placement: Must be touching an Observatory and a Processor Factory.

An area specifically designed for the integration
of high-powered Titan fragments.

TITANHEART REACTOR

Ultra: Counts as an Ultra Reactor.

Volatile: When any square is damaged, damage another reactor square at random. (This does not subtract HP.)



Push it to the limit.

Reduce the number of Premonitions needed to become Spacetouched or gain further Psychic (p.253) by 1.



Placement: Must be touching a Training Hall and an Astrological Chamber. Must not be touching the edge of a deck

An area for keeping the mind quiet can help people make sense of strange thoughts...or develop new ones.

Add **Gravity Cannon** to the list of available parts.



Placement: Must be touching a Directed Energy Lab and a Magnetism Lab.

A laboratory dedicated to development of energy weaponry
that seems to create tiny gravitational wells.

GRAVITY CANNON

RNG: 2-5 // DMG: ENEMY EVASION

Electronic: Powered.

Energy: +1 ACC. Ignores shields. On a hit, the target loses 1 Evasion afterwards. On a miss, the target takes DMG equal to half Evasion.

Gravity: On a hit or miss, the target's Thrusters count as 1 size less for their next Move action and they can't move by any other means next round.



Crit: Double DMG. The target loses all evasion and can't move next round.

They just can't resist your pull.

Add **Modular Drone System** to the list of available parts.



Placement: Must be touching a Micromagnetics Factory and a Microcircuitry Workshop.

A laboratory dedicated to developing methods to quickly manufacture disposable, tiny drones.

MODULAR DRONE SYSTEM

QTY: 4 // DMG: 2

Speed: 3 in any direction.

Guided: Does not have to designate a target when Deployed. When Directing, after any movement, Drones may attack any target at RNG 1-2.

Drone: Drones are not destroyed after attacking.

Modular: After being Directed, up to 4 drones in the same location may combine into one larger drone (or separate, if already combined) before attacking. When combined, add 1 DMG and 1 RNG for every Drone past the first. Combined Drones still count as their uncombined number for the sake of Directing limits and may be attacked as if one missile.

Crit: Double DMG.



Get by with a little help from your friends.

Add **Katana** to the list of available parts.



Placement: Must be touching an Electrometallic Fabrication and a Metalworking Annex.

A dedicated foundry specifically for working delicate, unreasonably sharp blades.

KATANA

RNG: 0 // DMG: 6

Strong Melee: +3 ACC.

Delicate Edge: Has an ACC penalty when Damaged equal to double the number of Damaged squares. Whenever this hits, damage a square of the Katana at random (does not cause HP loss). Whenever it crits, damage two squares at random.



Crit: Quintuple DMG.

Strike once. Make it count.

Add **Implosion Cannon** to the list of available parts.



Placement: Must be touching a Chemical Workshop and a Charge Shaping Lab.

A laboratory dedicated to development of
implosive - not explosive - weaponry.

IMPLOSION CANNON

RNG: 2-3 // DMG: 4

Explosive: -1 ACC.

Implosive: On a hit or miss, the target loses 1 Evasion.

Crit: Hits every adjacent square for 1 DMG. The target loses all Evasion.



Similar to explosion, but with one crucial difference.

Add **SM Processor** to the list of available parts.



Placement: Must be touching a Processor Fabrication Facility and a Power Conservation Lab.

Sophisticated processors enable new capabilities at the cost of an extremely shortened lifespan.

SM (STEALTH MODULE) PROCESSOR



At the end of your turn, you may choose to activate this processor. When you do so, until the start of the next turn, automatically destroy any missiles Directed towards you, Deployed missiles may not target you, and any incoming attacks have an ACC penalty equal to double the attack's range (or a -1 penalty at RNG 0). At the start of your next turn, this processor is destroyed (dealing no HP damage to you).



Going dark.

Add **Titanrail** to the list of available parts.

Placement: Must be touching an Experimental Propulsion Lab and a Propulsion Simulator.



A half-virtual range for simulating and testing
Titan-based particle acceleration methods.

TITANRAIL

RNG: 4-6 // DMG: 5

Single-Shot: +1 ACC. Double DMG against Shields.

Uncanny Connection: Spend 1 Psychic before
Attacking with this to ignore Evasion,
Shields, and Armor on that attack and gain +2
DMG on it.

Crit: Triple DMG.



What if a piece of a Titan launched a big metal rod?.

Add **Titanbone Blade** to the list of available parts.



Placement: Must be touching a Titan Integration Chamber and an Astrological Chamber.

A dedicated foundry for working bone from Titans into blades that speak to the Spacetouched.

TITANBONE BLADE

RNG: 0 // DMG: 6

Strong Melee: +2 ACC.

Uncanny Connection: Spend 1 Psychic before Attacking with this to ignore Evasion, Shields, and Armor on that attack and gain +3 DMG on it.



Crit: Triple DMG.

Control the blade. Do not let it control you.

You may also now **retrain** to remove 1 point of Psychic to put one point in any other Attribute. You may regain Psychic again later via Premonitions (p.254).



Placement: Must be touching a Simulator Array and a Total Isolation Chamber.

A specialized meditation chamber helps the Spacetouched quiet expressions of their oddities.

THE TITANS

That which awaits humanity beyond known space,
and the results of what humanity twists them to do.

The Titans at the edge of space are a source of materials, same as any planet - if macabre, confusing, or unpleasant at times. But they're far more and far worse than that. They're a psychic wound in humanity's consciousness, festering with time into something worse. They're a hotter fuel than has ever been thrown on the fire of war. And one day, someone will discover one that lets a home-ship dominate all the others, then eventually consume themselves in their hubris.

But today, none of that matters. Today, they're the keys to the kingdom. Your home-ship's salvation must run through them, same as anyone else. Take control of them, extract and exploit them, learn their secrets. If you don't, someone else will.

The Spacetouched

Exposure to the Titans changes people. Often this is for the worse: most people get vivid nightmares and hallucinations. For some people, though, if they can get past that and develop a pattern of what they're seeing, they realize that this is something more.

Medical professionals on various home-ships have different names for the phenomenon: Extra-Sensory Perception, Titan Exposure Syndrome, or The Visions. But the name that has stuck the most and is most applicable between homeships is **Spacetouched**, or sometimes **Startouched**. Being Spacetouched is generally considered a bad thing. When a dead Titan's still-beating heart in the off-limits hangar beats in rhythm with yours as you draw near, and the realization makes both heartbeats audibly spike, the rest of your hangar crew may look askance at you once they realize it. When you tell the home-ship's psych evaluator about your dreams of a sun god whose hair spans lightyears and touches the earth, and her alien-tongued speech which becomes more intelligent every time you see her, there's no way they're not telling your supervisor or commander to watch out for you. When you lash out at a plan because you insist that your dreams told you not to, it's no telling if people will assume that's a sign of prophecy or high stress - even if it comes true.

Most people don't have the opportunity or inclination to realize what's going on. Many suppress any further meaning from dreams or visions, chalking it up to stress responses, or simply not wanting to admit it. Those who find themselves afflicted often withdraw from those they considered friends, crew members, allies, or confidants. But those who listen to the voices from beyond find themselves in a wholly different kind of community, and may learn to tap into a power beyond normal reckoning.

Psychic

Psychic is a fifth attribute for those with their third eye open. Outside combat, this can be used for Risky Actions for things that are more about sensing or communicating with something beyond what your mech can do: connecting with other minds in the vicinity, seeing something briefly from a different angle, and so on. In combat, it may be used as described in Powers below, or by certain kinds of weaponry and parts. Having Psychic is what makes you easily recognizable as Spacetouched: once you have it, there's no going back.

Psychic is (optionally) gained from gaining **Premonitions**, but always at the cost of another Attribute: the standard Attribute limits still apply. Unlike other Attributes, however, it is possible (even common) to not have any Psychic.

Premonitions

Various Downtime Events (p.202) and Mission Events (p.171) will give characters a Premonition. A Premonition is a glimpse of something extraordinary. Perhaps even terrifyingly existential. Write down each Premonition you gain. Once you reach **five Premonitions**, something shifts in you, if you'll let it. The next time there's Downtime (or immediately, if this happens during a Downtime Event) you may immediately shift one point from another Attribute to Psychic and gain either the first or the next Power listed. (Describe what part of the "normal" world you feel more distant from as a result. If you choose to deny this ability instead of gaining Psychic, erase your Premonitions and describe what keeps you grounded to reality as you know it.) For every five Premonitions past that (up to 5 Psychic, as standard Attribute limits apply), you may shift another Attribute to Psychic and gain another Power.

Certain structures reduce the number of Premonitions you need to gain each point of Psychic. If you build one and go below the appropriate number, treat it as gaining a Premonition for the purpose of gaining a point of Psychic.

/// Example: Andromeda and Adebayo both have four Premonitions. Andromeda gains a fifth, and their player chooses for them to become Spacetouched: they redirect one Attribute from Precision to Psychic, describing how being distracted by visions has clouded their actual perception. They gain the Power Steady (see pg.XX).

Not long afterwards, the Home-Ship builds an Observatory, which reduces the number of Premonitions needed to 4. Adebayo has the chance to become Spacetouched as a result, but his player decides they'd rather not. As such, the player erases those Premonitions and describes how Adebayo shakes it all off as a series of vivid, bad dreams.

Powers

When you gain a point of **Psychic**, you gain a **Power** from the list below in order. Powers can be used **on your turn between actions** (but not in the midst of one) but **do not require an action to use**, and there is **no limit on using multiple in a turn**.

1. **Steady**: Spend **1 Psychic**. Repair only takes 1 action this turn instead of 2.
2. **Reconstitute**: Spend **2 Psychic**. Regain 4HP if Light, 6HP if Medium, 8HP if Heavy, or 10HP if Ultra. HP cannot be regained past the maximum.
3. **Empower**: Spend **3 Psychic**. A part that would normally require power does not require power. This lasts until the end of combat or until the part is Damaged.
4. **Unleash**: Spend **4 Psychic**. Place an ECM field in every Zone at range 1. It lasts until your next turn, grants -1 ACC to anyone inside it (or -2 ACC if using an Electronic Warfare weapon), and destroys all missiles.
5. **Berserk**: Spend **5 Psychic**.

Until the end of combat:

- ▶ You gain **5 Rage** immediately and at the start of every subsequent turn this combat. Rage may be spent as if it were any Attribute. Any unspent Rage is lost at the start of your next turn.
- ▶ Take an extra action each round.
- ▶ You are not defeated at 0HP or if any Reactors are destroyed.
- ▶ At the end of each turn, lose 4HP if Light, 6HP if Medium, 8HP if Heavy, or 10HP if Ultra.

At the end of combat, reduce your character's maximum value in each Attribute by 2, or by 3 if you ended combat at 0HP or with no reactor. (If you have 0HP or no Reactor, your character still survives afterwards, though you are likely out of the mission.) Increase each reduced maximum Attribute by 1 at each Downtime back to its full value.

Titan Frames

Some Frames are just built different. Most “mundane” ones fit into one of those eight standard Frame chassis. These ones don’t. The inclusion of some kind of Titan material changed them into something else: maybe malign, maybe inhuman and other, but definitely **powerful**.

Of each of these, only one exists.

None of these should exist.

How to Obtain

Any given Titan Frame can only be obtained once through one of the following methods:

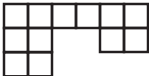
- ▶ When you would be moved beyond the edge of the hexflower while being Allied with a faction, you can take a mission from them to gain a random one. It should be a step harder than you typically run missions. You can do this once per Faction.
- ▶ When you would be moved beyond the edge of the hexflower while being Aggressive with a faction, you can take a mission from them to gain a random one. (They show up as all of the Amiable, Neutral, and Hostile Factions in the mission where it would make sense.) You can do this once per Faction.

Light//Precision//Wisp

This Titan seemed an anomaly, with few aberrant effects until researchers began to notice their personal effects were increasingly misplaced and hurtled violently towards them. A great deal of trial and error revealed that frames made consistently of this Titan's materials allowed teleportation of short distances.

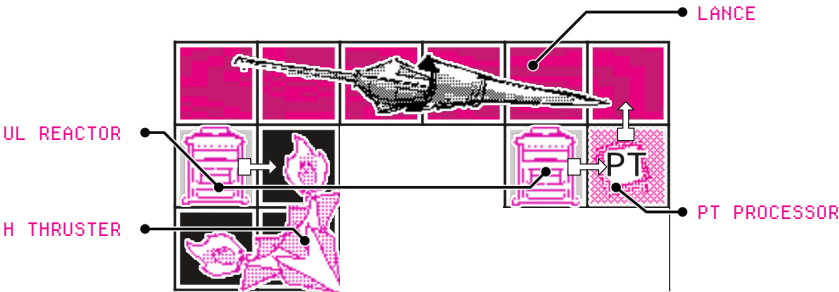
LIGHT//PRECISION//WISP GRID: INSUBSTANTIAL // HP: 12

Erratic: This mech cannot Move normally. Instead, it can either teleport into the Zone of an enemy within range of one normal move, or teleport a number of Zones equal to half its normal movement speed (round down, minimum 1). In both cases, it gains 1 Evasion or 1 Accuracy per Zone moved.



LPWP-WISP

Light frames are the only frames able to stay together during teleportation. This build was created to emphasize its strengths in its rapid approach.



LANCE



RNG: 0 // DMG: 6

Strong Melee: +1 ACC.
Kinetic: Add Evasion to DMG.
Self-Propelled: May move 1 Zone before Attacking (stacks with other movement).
Crit: Triple DMG.



PT PROCESSOR



Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.



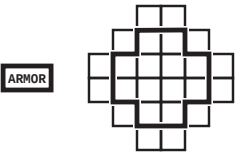
Heavy//Force//Endless

An extremely odd Titan Frame, created by building off of the bones of a Titan that distorts space to go on forever when on its surface. This Frame has inherited some of that distortion, making it an absolute nightmare for engineers and technicians.

HEAVY//FORCE//ENDLESS

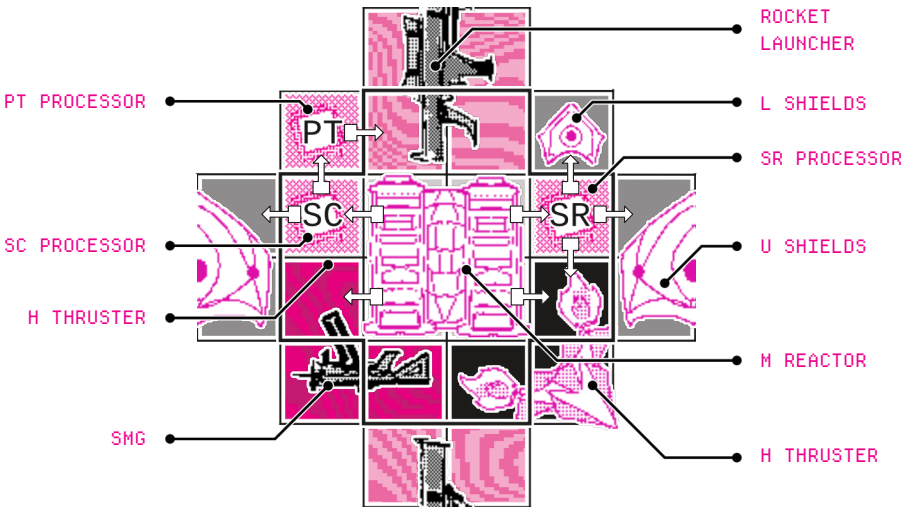
GRID: MOEBIUS // HP: 24

Endless: For the purposes of construction adjacency and moving enemy fire, row 1 is considered adjacent to row 6 and column 10 is considered adjacent to column 60 when it would benefit you. (Enemies with positive Accuracy, Threat expenditures, or Attribute expenditures can't use this ability to their advantage.)



HREL-ENDLESS

The prototype build used for testing used its space-warping properties to ensure strong shield coverage.



U SHIELDS**CPC: 16**

+/- 4 CPC if the mech is over/underpowered.
(Included above.)

**L SHIELDS****CPC: 4**

+/- 1 CPC if the mech is over/underpowered.
(Included above.)

**ROCKET LAUNCHER****RNG: 3-5 // DMG: 4**

Explosive: -1 ACC. Hit adjacent squares for 1 DMG on a hit.

Crit: +1 DMG to all squares hit.

**SMG****RNG: 0-1 // DMG: 1**

Full Auto: Make 5 hit rolls.

Crit: +1 DMG.

**SR PROCESSOR**

Connected shield generators restore their Capacity to half if it's lower than that (round up) at the start of your turn.

**SC PROCESSOR**

Connected shield generators also cover adjacent diagonals in addition to adjacent orthogonal spaces.

**PT PROCESSOR**

Connected weapons that multiply DMG on a crit add 1 to their DMG before multiplying. Connected non-missile Explosive and Shock Weapons gain +1 ACC.



Heavy//Precision//Sentinel

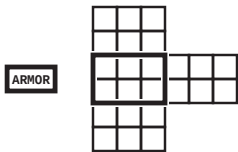
This Titan Frame was created by harvesting a Titan resembling a person in shape, but with no organs or distinguishing features other than an extremely active nervous-like system. When integrated into a test Frame's wiring, the spontaneous current from those nerves created an electromagnetic field strong enough to be used as a shield. A grounding measure implemented for safety purposes during testing was quickly recognized as a potent offensive method.

HEAVY//PRECISION//SENTINEL

GRID: SHIELD // HP: 24

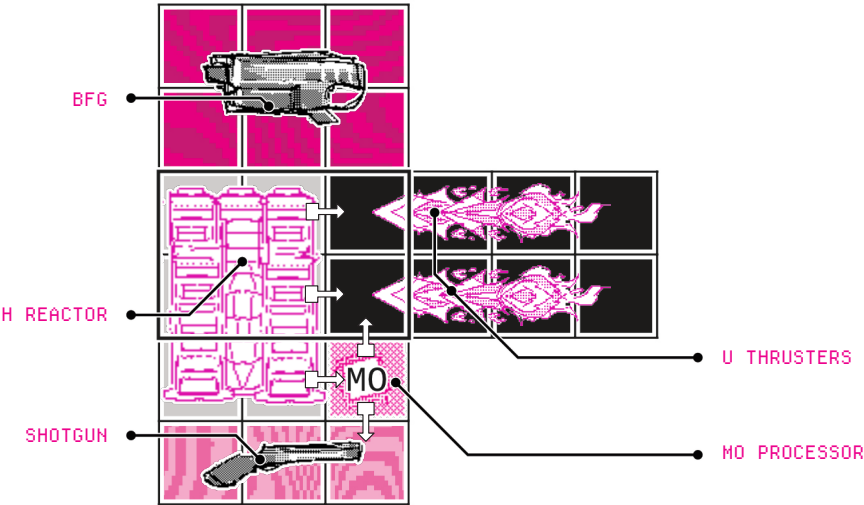
Attenuation: At the start of every turn, you may either **project** or **ground** the excess power in your Frame.

- If you **project** the excess power, this round, the 3x2 area covered by armor on the Frame is covered by a 15 CPC shield that is unaffected by reactor size and goes away at the start of your next turn. Even if its capacity is reduced or fully depleted, it returns at 15 CPC.
- If you **ground** the excess power, build up one Charge (to a maximum of 3). The next time you Tackle, remove all Charges: the Tackle gains +1 Accuracy per Charge removed, Disables any parts hit, and for every Charge removed past the first, Disables one part at random on a hit or miss.



HPSE-SENTINEL

The Build used to test this employed a combination of short and mid range weaponry, which augment extremely high mobility for a heavy mech to always keep it in Tackle range.



SHOTGUN



RNG: 0-2 // DMG: 5

Single-Shot: +1 ACC. Make three hit rolls against missiles. Double DMG against Shields.



Crit: Hit every adjacent square for 1 DMG.

BIG FUCKING GUN



RNG: 2-3 // DMG: 2

Full Auto: -1 ACC if Ultra, -3 if Heavy, -5 if Medium or Light. Make 6 hit rolls.



Crit: +1 DMG.

MO PROCESSOR



When connected to both non-missile weapons and thrusters that count as the mech's size or larger, before or after attacking with connected weapons, the mech may move 1 Zone.



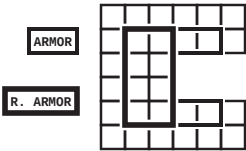
Ultra//Force//Ravenous

This mech was not so much designed as it was colonized by a virulent titan-based mold and twisted into a symbiotic equilibrium. Every time it's in contact with something at close range that isn't mobile enough to resist and is still hot from destruction, it absorbs part of it into a terrifying gaping maw in its center and immediately recycles it into its cold metal and electronic skeleton: damaged parts and super-structure are instantly patched in with the metallic carcasses of its victims. Reports vary as to whether it has any interest in consuming pilots as well as metal.

ULTRA//FORCE//RAVENOUS

GRID: MAW // HP: 30

Consume: Whenever something is defeated at range 0, either recover 3 HP or restore one damaged square as per the Repair action.



URRA-RAVENOUS

Unsurprisingly, the test build of this titan frame was designed almost exclusively for short range combat.



+/- 2 CPC if the mech is over/underpowered.
(Included above.)



SWORD



RNG: 0 // DMG: 6

Strong Melee: +2 ACC.
Crit: Triple DMG.



DAGGER



RNG: 0 // DMG: 3

Fast Melee: Make 3 hit rolls.
Crit: +1 DMG.



RC PROCESSOR



Connected Full Auto, Virus, and Fast Melee Weapons gain +1 ACC if negative. If they have -5 or lower, they gain another +1 for every -5 ACC.



MO PROCESSOR



When connected to both non-missile weapons and thrusters that count as the mech's size or larger, before or after attacking with connected weapons, the mech may move 1 Zone.



Ultra//Force//Spore

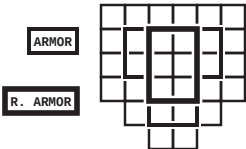
Some Titans provide solid materials to work with: bone is the most common one. The Titan who provided this one had no bones, but was made of layers of sedimented mold. Scientists found good results by introducing specific samples to a skeletal Ultra Frame and letting it fill in the gaps.

ULTRA//FORCE//SPORE

GRID: FUNGUS // HP: 30

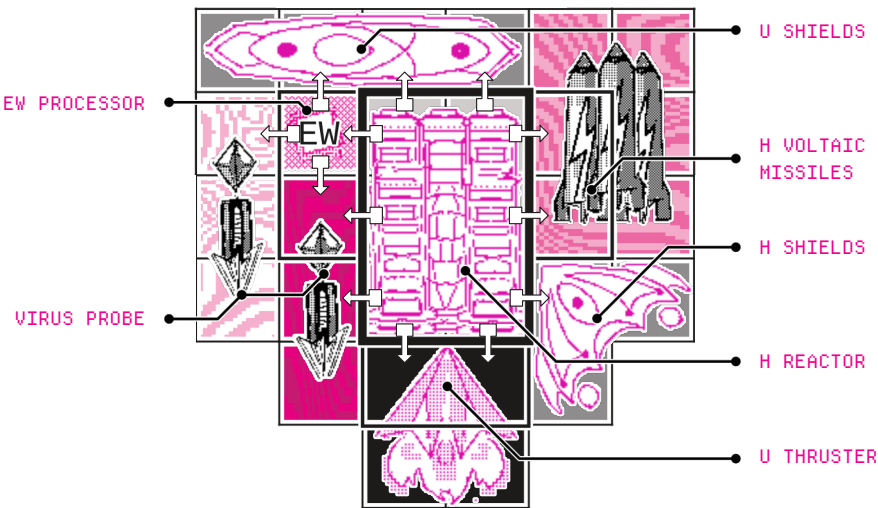
Infection: Whenever this mech crits enemies or disables their parts (including any reactor squares that would not normally be disabled on a hit), mark the squares it hit. Those squares are now infected with radiation-seeking spores. At the start of every turn, every infected square infects every adjacent square.

Infected squares that hold processors or reactors can't conduct power: as long as an infected processor is powered by something else, it still has its effects, but does not power anything adjacent. If a mech's entire reactor is infected, it's disabled as if its reactor were destroyed.



URSP-SPORE

The test build was designed to maximize infection with its EW weaponry: it's capable of infecting enemies at close or long range.



U SHIELDS

CPC: 16

+/- 4 CPC if the mech is over/underpowered.
(Included above.)



H SHIELDS

CPC: 12

+/- 3 CPC if the mech is over/underpowered.
(Included above.)



H VOLTAIC MISSILES



QTY: 4 // DMG: 1 // DUR: 1

Electronic: Powered. Ignores Shields.
Speed: 4 towards the target.
Shock: Parts/Weapons hit are Disabled for DUR rounds.
Crit: Parts adjacent to the hit location are Disabled for DUR rounds.



VIRUS PROBE



RNG: 2-3 // DMG: 0 // DUR: 1

Electronic: Powered.
Virus: Make 2 hit rolls. Ignores armor/shields. Parts or weapons hit are Disabled for DUR rounds.
Crit: Pick a part/weapon to Disable for DUR rounds.



EW PROCESSOR



Connected Shock weapons, Virus weapons, and ECM generators that don't count as Melee or Missiles have +1 maximum range.

